FEBRUARY VOLUME 57 U.S. $3.50 / CANADA $4.50

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## BUGS BUNNY
### RABBIT RAMPAGE

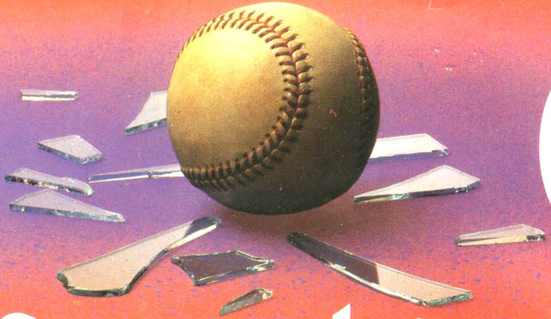
*A Whole Cast Of Looney Characters*

NEW METROID COMICS

0 45496 69057 1

Official Nintendo Seal of Quality ®

THE SOURCE FOR NEWS AND STRATEGIES STRAIGHT FROM THE PROS



# Get
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Get them into the Nintendo Power Super Power Club and you'll pick-up 4 Super Power Stamps! All they need to do is fill out this form.

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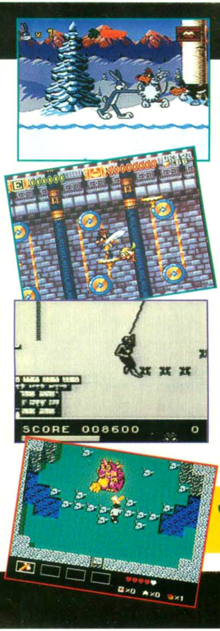
NINTENDO POWER
FEBRUARY 1994 VOLUME 57



## GAME REVIEWS

BUGS BUNNY RABBIT RAMPAGE ........ 8
YOUNG MERLIN ........ 18
SKYBLAZER ........ 24
INSPECTOR GADGET ........ 30
THE SPORTS SCENE ........ 35
LESTER THE UNLIKELY ........ 44
CHOPLIFTER III ........ 48
SPIDER-MAN & THE X-MEN IN ARCADE'S REVENGE ........ 78
THE SIMPSONS: BART & THE BEANSTALK ... 84
ZODA'S REVENGE: STAR TROPICS II ..... 90

### SPECIAL FEATURES

GATEWAY SYSTEM ........ 52
SUPER MARIO ALL-STAR TEAM ... 76

## REGULAR FEATURES

### TIPS

CLASSIFIED INFORMATION ........ 54
COUNSELORS' CORNER ........ 70

### UPDATES

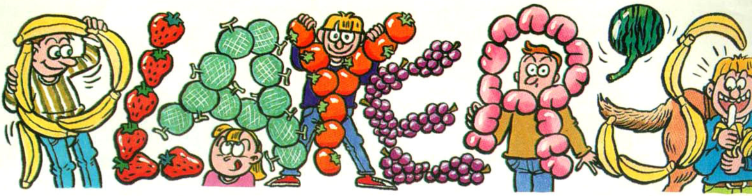
NOW PLAYING ........ 102
PAK WATCH ........ 108
NEXT ISSUE ........ 114

### COMICS

METROID ........ 58

### FEEDBACK

PLAYER'S PULSE ........ 6
POWER PLAYER'S CHALLENGE ........ 74
PLAYER'S POLL CONTEST ........ 98
TOP 20 ........ 100



On the back cover of a few of the issues, it shows a Super NES in a block of ice. Did you really freeze a Super Nintendo? I'd love to know.

**Jay Barton**
**Hyrum, UT**

*Ah, Jay, the wonders of special effects and photographic tricks! The answer that you're looking for is "No." The block of ice is actually just a plastic shell. It is way cool though, huh?*

If Mario Paint has 41,664 dots available (judging from page 112 of the Mario Paint Player's Guide), and 15 different colors to choose from, then did you know that there are a total of 1,978,857,121, 979,410,000,000,000,000,000,000, 000,000,000,000,000,000,000,000, 000,000,000,000 different possible images to create on a single page? That's a lot, eh? Just thought I'd tell you.

**Ian Stocker**
**Carpinteria, CA**

*Uh.... thanks, Ian. That's certainly some useful information.*

During the "Blizzard of 93," I built an igloo that you could stand up in. But it didn't look much like an igloo, so I converted it into Dr. Wily's castle from Mega Man.

**Joshua Spitz**
**Proctorville, OH**

*Thanks for the photo, Josh, but you forgot to map out the route for us to find Dr. Wily!*

I must tell you this, although my case might be a rare and isolated instance, your game systems have truly saved my life. You see, I am a 34-year-old and for almost 20 years I was addicted to drugs and alcohol. Three years ago, I went to a treatment center for help. A counselor told me I needed something to occupy my time with so on a whim I bought an NES because my brother had an old Atari 5200 that I used to like to play. The NES seemed superior. Well, that's all it took. I was instantly addicted again, but this time to video games. After a year, I bought the Super NES. Every spare penny and every free moment goes to my video games. I would advise anyone, young or old, if you even thought about trying drugs, forget it! All of my game systems and Game Paks are a whole lot cheaper and bring much more pleasure than any drug. Also with drugs, when you die, that's it—the end. With my Nintendo systems, I can die a hundred times a day, but I can always just hit reset.

**Floyd J. Turner, Jr.**
**Whiting, IN**

## TOP 10!

### REASONS FOR LOSING A LIFE IN A VIDEO GAME:

10. I've never played this game before.
9. I accidentally pressed the wrong Button.
8. My dog was playing with the cord and he unplugged it.
7. My little brother tried to snatch the Controller from me.
6. Someone walked in front of the TV and I couldn't see.
5. I had to pause to answer the phone and it broke my concentration.
4. The difficulty is set on "Impossible."
3. It's my favorite Level and I want to play through it again.
2. Really, I'm just warming up.
1. The computer cheated!

**Alex Fernandez**
**Victorville, CA**

## LIVING IN MARIO'S WORLD

Kathy White, from Pickering, Ontario, sent in this photo of a bedroom that is straight out of Super Mario World. The whole room is painted this way! How would you like to wake up and find Banzai Bill in your face every morning?

Warning! Warning! I was using an unlicensed product to clean my Super NES and I was shocked to find that it broke a contact where you put the Game Pak in. That's a lesson I won't soon forget!

**Mike Gallagher**
**Kingwood, TX**

**Top 10 lists are cool! Dave has already proved that. We want everyone to send in their own Top 10 lists. Pick any topic, as long as it deals with video games. Humor counts!**

## SEND 'EM IN NOW!

NINTENDO POWER
PLAYER'S PULSE
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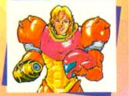
Kawasaki
JET SKI
CONTEST WINNER!

Shaun Roberts, from Jacksonville, Florida, was selected as the Grand Prize winner of our Player's Poll Contest from Volume 48. Nintendo Power set him up with a Kawasaki TS JetSki and a full complement of safety gear. All that Shaun had to do was send in his Player's Poll card, wait by the phone for us to call, and then go down to the local Kawasaki dealer to pick up his prizes. And since Shaun's family lives on the banks of the St. John's River, he doesn't have far to go in order to ride it!

There aren't many waves in this inland body of water near Shaun's home, but that's OK, now he can make all the waves that he wants!

## EDITOR'S CORNER!



Our new Super Metroid comic series debuts in this issue! Even though we all knew that Samus would make a great lead character in an action comic series, there were some difficulties. The biggest concern was trying to figure out what Samus actually looks like without her helmet on. We've all seen the "best ending" of the Metroid games, but it's hard to visualize facial features from that. What we finally came up with is something between Princess Leia and Ripley from the *Alien* series. Enjoy the comics!

**Gail Tilden**
Editor-in-Chief

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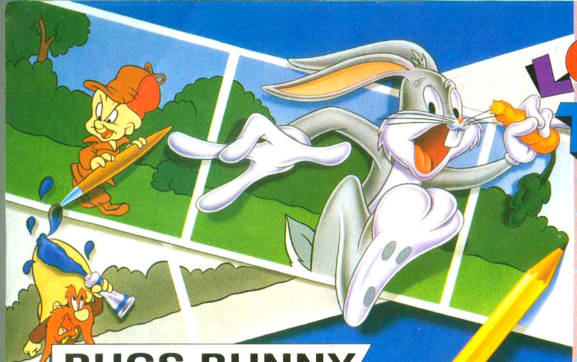


LOONEY TUNES™

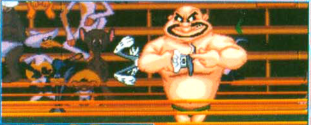
Get ready to feast on graphics and gobble up the outrageous action when Sunsoft's Bugs Bunny Rabbit Rampage is served up on your Super NES. It's the best Looney Tunes dish so far, featuring the smartest varmit ever to munch a carrot, plus most of his crazy friends.

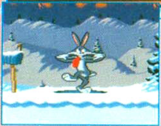
# BUGS BUNNY RABBIT RAMPAGE

## WHAT'S UP, DOC?

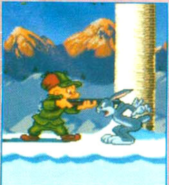
RABBIT BRUSH

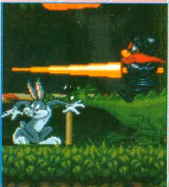
One of the classic Bugs Bunny episodes features Bugs being hounded by a demented animator who can't seem to get rid of his cartoon creation no matter what fiendish obstacles he puts in the way. That's the story behind Rabbit Rampage, too. Each of the ten stages has been cunningly constructed to bag Bugs, and they're all based on scenes and characters from Looney Tunes cartoons. All Bugs has going for him is a helping hand from the ACME company products that lie scattered through these demented domains. If Bugs can outsmart all the hunters, martians, big bad wolves and worse, he may just find the mastermind behind this harebrained scheme.

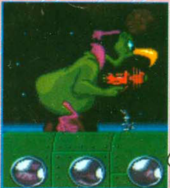


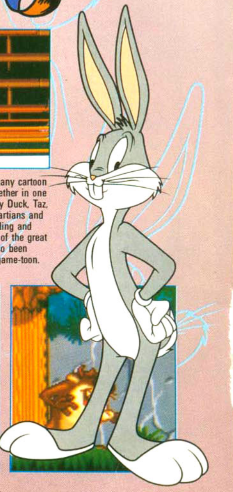


Never before have so many cartoon characters gathered together in one game. Elmer Fudd, Daffy Duck, Taz, Pepe LePew, Instant Martians and other favorites play leading and supporting roles. Many of the great musical scores have also been recreated for this gala game-toon.









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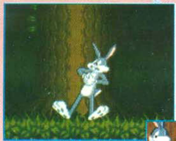
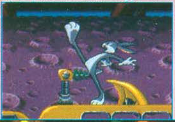
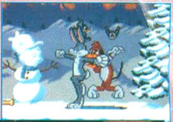
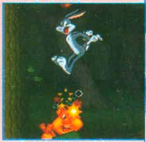
# RABBIT ANTICS

Bugs is a rabbit of style. He shuns the tried-and-true methods of fighting video game foes for the hilarious pratfalls made possible by those mechanistic magicians at ACME. Who would suspect that a bull's-eye tossed on the ground would cause a two-ton safe to fall on that spot? Or that a turkey with sputtering fuses might blow up in your stomach? Ha, only Bugs is that clever. Armed with tomatoes, cream pies, anvils, toy tanks, jars of jam and the odd bomb or stick of TNT, Bugs can wreak hare havoc with the best ninjas, commandos and alien fiends.

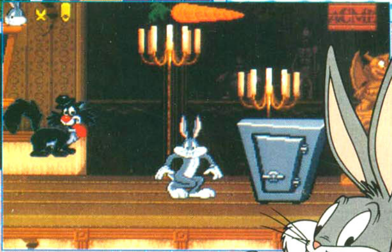


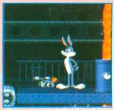


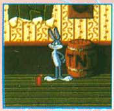


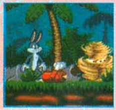


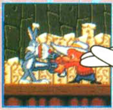
As for working out, Bugs has a mean kick, a phenomenal spinning move (that takes a lot out of him) and he can throw a pie with the accuracy of a laser. He also jumps and ducks down holes like a rabbit.











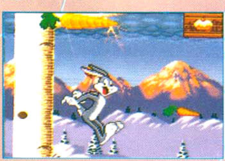
A few of Bugs's favorite things blow up on impact while others will mess up enemies.

# HARE TODAY . . .

Hare today, gone tomorrow–that's the way of video games where defeat forever lies just off the screen in the form of a giant eraser. Prepare for the worst by watching what you eat and letting the world know where you've been.

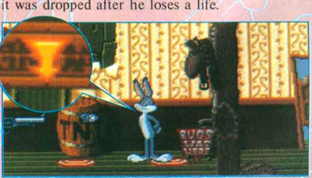
## ① EAT YOUR VEGETABLES

That carrot on the screen isn't just there for color: that is your life, or at least your health. Always, always, always eat the carrots you find along the way, and look for them down holes, up trees and everywhere.



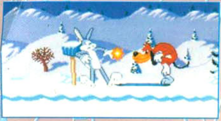
## ② BUGS WAS HERE

One of the most useful inventions of all time is the ACME place-saving arrow. This remarkable device, once activated, brings Bugs back to the point where it was dropped after he loses a life.



# Level 1.1 WABBIT HUNT

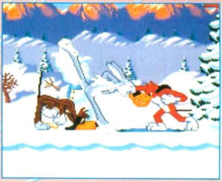
RABBIT BRUSH



It's a beautiful winter day and Bugs wants to take a stroll through the snow when Elmer Fudd's hounds coming sniffing for wabbit. Until Elmer is humbled by our heroic hare, there will be no peace. Bugs must harry the hounds with exploding dog bones, chase chipmunks in the trees, explore an ice cave and elbow Elmer out of the picture.

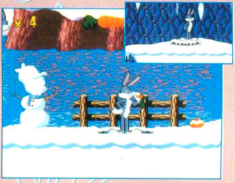
## ① THE HOUNDS OF FUDD

Elmer employs two "bweeds" of "wabbit hound". Where Pointers point, bullets are sure to follow. The other hounds try to duke it out with Bugs. They all have a weakness for bones.



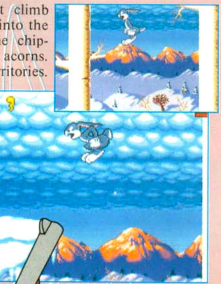
## ② THE CARROT JAR

Better than a Cookie Jar any day, this place has carrots, pies, bones and TNT. A platform will rise up from the ice cave floor if you're on the spot.



## ③ TOP RABBIT

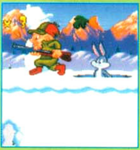
Who says rabbits don't climb trees? Bugs should leap into the branches in spite of the chipmunks and their rain of acorns. On top, he'll find new territories.

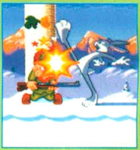


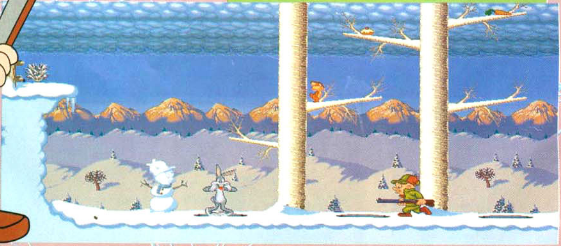
## KICKS ARE FOR RABBITS

**ELMER FUDD**

Rabbit holes are known for their safety. The same is true here. As Elmer stalks back and forth above, sending shots every which way, Bugs can hide in the hole, wait for Elmer to pass over, then sneak up behind him and kick him.

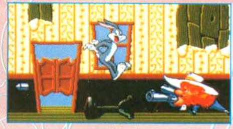






## Level 2.1

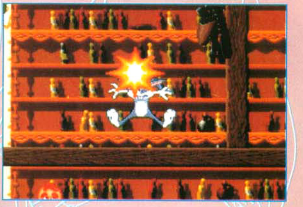
# BUNNY THE KID



Gunslingers, bartenders, Indians and dry rot all conspire to corral the courageous cottontail in this old western saloon. The ACME target plays a vital role along with barrels of gunpowder. Dry rot in the floors presents a holey hazard. Nasty Canasta stomps back and forth, little suspecting the wrath of the rabbit on his warpath.

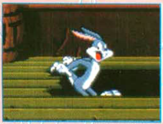
### ① BOTTLE BASHING

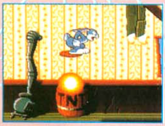
The rickety shelves weren't built for rambunctious rodents. When Bugs jumps up on them, the bottles on top will fall off and bean the bunny. Keep an eye out for falling glass.



### ② THE POWDER KEGS

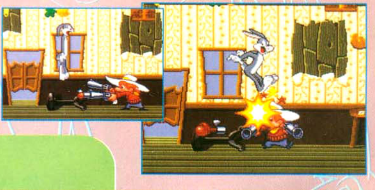
Bugs can't jump over some of the holes in the floor, but if he jumps on top of a powder keg, the top will blow and carry the resourceful rabbit high into the air. From there he can jump across the gap.





### ③ SQUAT STOMP

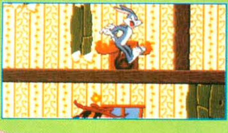
One of the most doggone useful techniques used by Bugs is his Squat Buster stomp. Just mosey up to any yellow-bellied snake, jump up, press the Y Button and stomp him on the way down.

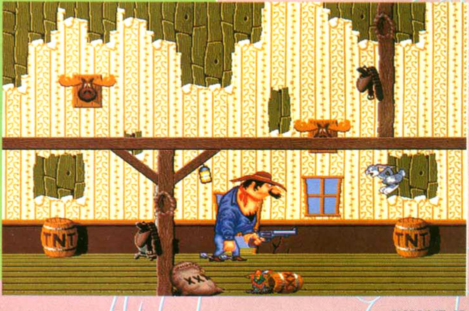


## HEAD BANGING BUNNY

**BAD BILL McGILL**

Gunshots, critters and Nasty himself might seem too much for our super hare to handle. Ha! Bugs can get the jump on them all. Stay close to Nasty and use the Squat Buster repeatedly to brain the big guy.

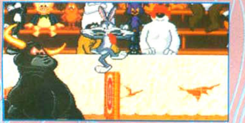




Level 400

# A LOT OF BULL

RABBIT BRUSH



Welcome, señors and señoritas, to the annual bunnying of the bulls. Yes, folks, it's the greatest spectacle on Earth when a two ton bull takes on a two pound rabbit. Only the help of ACME's Anvil-In-A-Cape gives Bugs a fighting chance. He'll have to turn the bull's strength against it to beat the beast. So Olé! Let the bull begin.

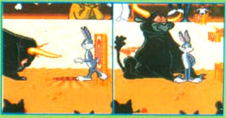
## BUGS BULLIES THE BULL

### THE BULL

The way to beat the bull is to get him to charge into iron anvils and the steel wall at the right side of the bull ring. The steel wall is activated by a lever at the far left side of the bull ring.

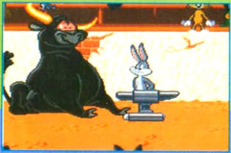
### ① TARGET PRACTICE

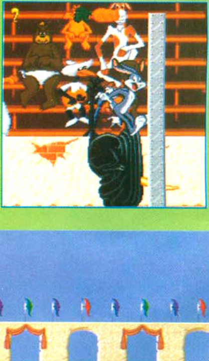
Bugs must lure the bull into charging the wooden targets so that he can reach the lever and the steel wall. Stand in front of the target and jump over it at the last second as the bull charges.

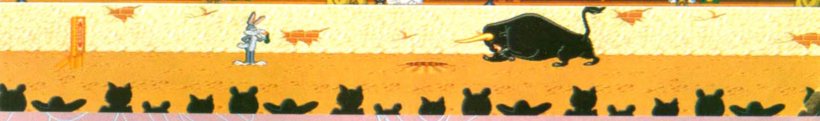


### ② ACME TO THE RESCUE

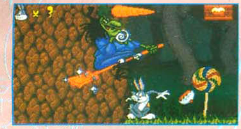
Bugs can stun the bull by offering the irresistible red cape, which secretly conceals an iron anvil sure to knock some sense into any bull-headed foe. Find the anvils (some are in holes) and use them to get past the bull.







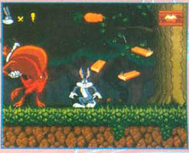
# Level 1.3 BUGS GRIMM



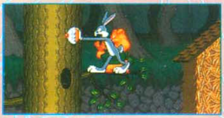
Bugs finds himself in a twisted fairy tale where pigs, big bad wolves, witches and other magical creatures don't want Bugs to live happily ever after. After a huff and puff through the woods, Bugs comes to a gingerbread house and the jousting area where Yosemite Sam has become a knight who likes to skewer varmits.

## ① THREE WOLVES

Squat Stomp the first wolf then jump over the flying bales of hay. Save your Corks for the final wolf. The second wolf huffs and puffs shingles. Use the tree branch for safety. Use your Corks and use the safe spot on the branch to wait out the third wolf's bricks.



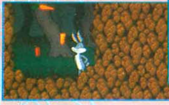
## ② PIG POSITION

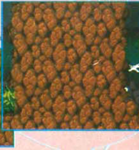


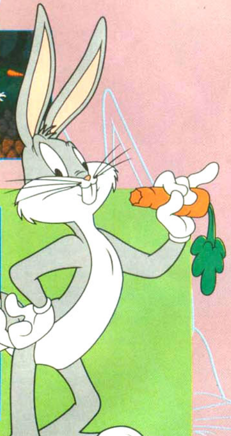
If you stand slightly behind any of the pigs in the trees, you can hit them without taking damage. Kicks and items work best. In some places, you can kick up from below to hit a pig.

## ③ HIDDEN TREASURES

Jump down holes and leap through trees to make sure you find all the items. Use the extra goodies to increase your Style Rating at the end of the stage. Good Style can earn you 1-Ups and other prizes.



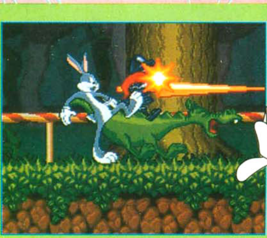


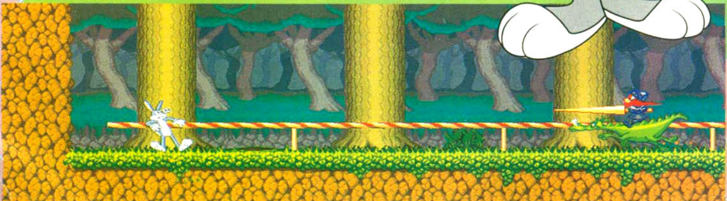


## THE JOUST

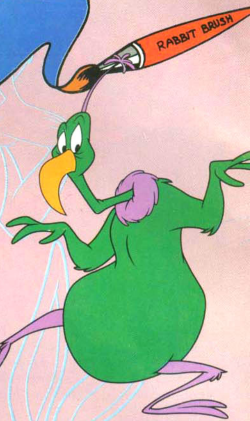
### YOSEMITE SAM

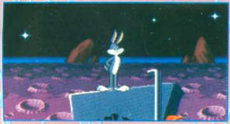
Caught on the tournament grounds with a jousting knight and his thundering charger is no place for your ordinary rabbit. Luckily, Bugs has the strength and brains of ten rabbits and a opossum. Look out for the lance during Yosemite's charge. Duck beneath it, then kick him in the nose from behind. It may not be chivalrous, but it's effective.





# Level 2001 BUGS IN SPACE

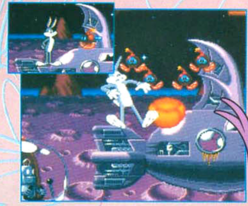




Bugs is on a moving convoy of spaceships that are swarming with instant Martians and Bombots. Instead of a final character to beat, you'll have to reach a silver flatbed spaceship, which is the Goal. First go downward to the yellow spaceship, get the Bugs Was Here arrow, then head up, right, up and left, collecting Mirrors and items as you go.

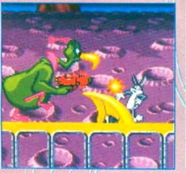
## 1 BOMBOTS

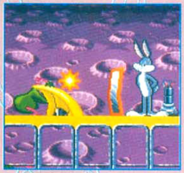
Bombots walk along the space highway and blow up if some rabbit touches them. Avoid them particularly if Bugs is miniaturized.



## 2 MIRRORS

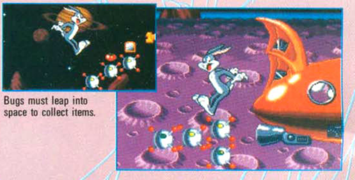
Collect the Mirrors and set them up in front of the Instant Martians. Their beam will reflect off the Mirror and miniaturize them instead of Bugs. Since shrinking doesn't damage Bugs, you can wait for the effect to go away.





## 3 JUMPING FOR ITEMS

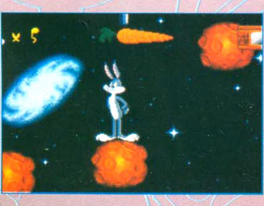
Pick up as many of the items along the way as possible. Tomatoes are very effective against Martians. Go figure. Also remember to jump downward on the rear fins of multi-deck ships to pick up hidden items.



Bugs must leap into space to collect items.

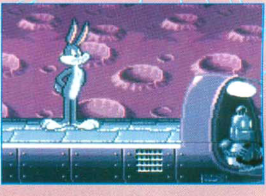
## 4 ASTEROIDS

These asteroids will hold Bugs's weight only for a short time. Quickly jump off them to a more stable platform.

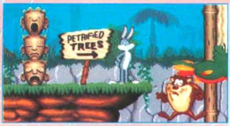


## 5 THE GOAL

An arrow points downward from the asteroids. Jump down and keep to the right as you fall to land on the goal.



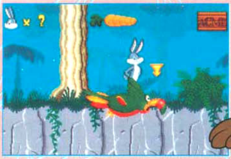
# Level 9.1 TAZMANIA



The Tasmanian Devil has a taste for rabbit, but Bugs can safely substitute TNT dressed up to look like turkey. This dangerous diet will slow Taz for a moment, and Bugs must use the time to keep moving through the forest, first by parrot, then in the trees. Accurate jumping is critical, because it's easy to crash and burn on a parrot.

## 1 RIDE 'EM PARROT

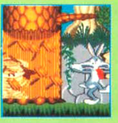
The Tasmanian jungle has many cliffs and heights. To travel safely between them, Bugs must catch a ride on the backs of passing parrots. If he stays on one parrot too long, though, the bird will lose altitude.

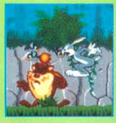


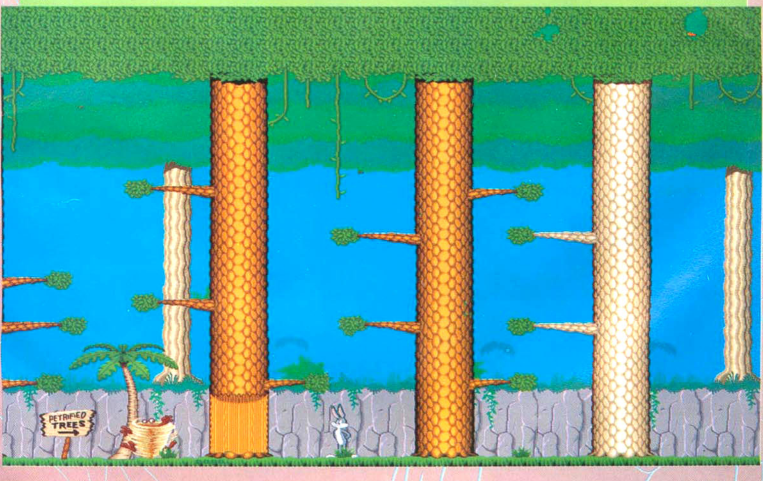
## TAZ TANTRUMS

**TAZ**

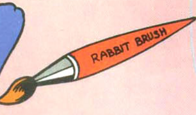
If there's one thing Taz hates, it's a meal that keeps getting away. Nothing is going to stop him, not even trees in his path. But the tree at the end of the stage can't be destroyed like the other trees. If Taz bashes into it, a giant nut will drop on his head and take him out.







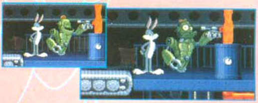
# Level $\sqrt[3]{x}\div(y/c-z^{10})$ MECH RABBIT



The mysterious animator now paints a scene full of mechanical mischief. Robots patrol the ACME toy factory while huge machines stamp out products and package up everything that comes along the conveyor belts. Bugs has to avoid being stomped, zapped, blasted, bombed and getting lost in the maze. Bugs must discover what wiley character is behind it all.

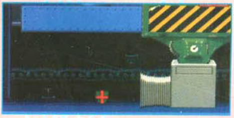
## 1 ROBOTS AT PLAY

These toy tanks aren't as harmless as they look, but the mindless robots haven't quite learned their lesson. When Bugs sets the tank on the ground, it will drive up to a robot and blast it.



## 2 PACKAGED RABBIT

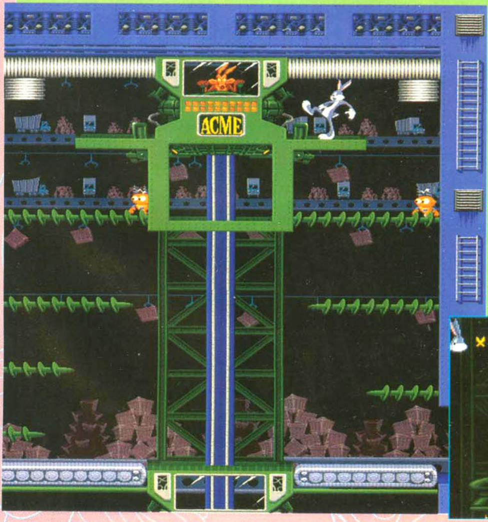
Bugs will run and often jump into packaging machines throughout the factory, but he should try to avoid them. The hit detection around the edges of the scoop is poor, so you have to clear the scoop by a safe margin to avoid being swallowed and packaged.

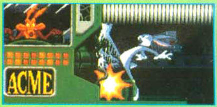


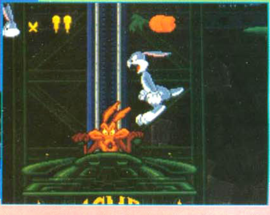
## WABBIT WILES

### WILE E. COYOTE

If Bugs manages to wind his way through the maze of the factory, he'll find the controller in his booth—Wile E. Coyote—the all-time best customer of ACME. Before you can stomp Wile E. on the head, you'll have to get him out of the control booth by kicking it.

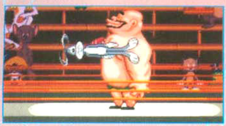






## Level 42.759%

# THE CHAMP

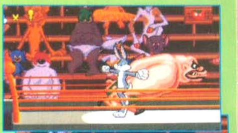


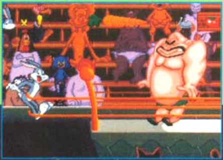
As Bugs closes in on his animator tormentor, he finds himself in increasingly precarious positions. Crusher, the current champ, will put the rabbit on the ropes unless Bugs uses all his considerable cunning. In fact, bouncing off the ropes and launching into a spin attack is one of Bugs's best moves. Just don't let Crusher wind up Bugs's ears.

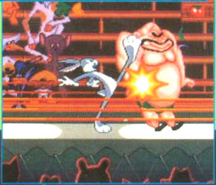
## KICK THE CAN

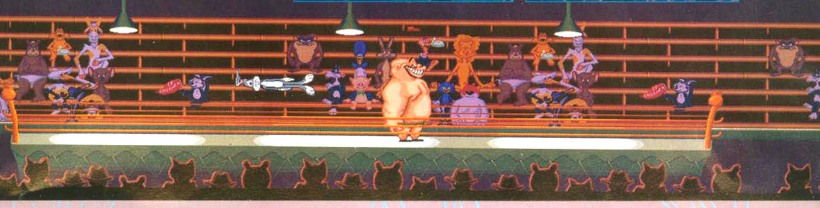
### CRUSHER

Bugs is no prize fighter, but he has a few tricks that will stump Crusher just long enough for Bugs to land a swift rabbit kick to his behind. Use the Round Bell, tomatoes, and the spinning attack off the ropes to confuse Crusher momentarily, then kick him and jump away.



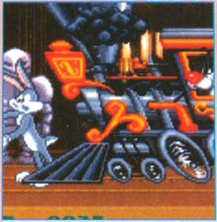


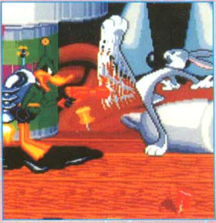




# STAY TUNED

That's not all, folks. Bugs must still hop through a mysterious old house full of black cats, Sylvester, and the amorous Pepe LePew, then do battle with master of disguise, Daffy Duck. Only then will our heroic hare discover who is the mad cartoonist behind the sketch pad.





young
MERLIN
TM

*Much has been written of Merlin, the magician of Arthurian legend. Virgin's Super NEW version of the story takes us back to the days of his youth for an offbeat adventure with some interesting twists, such as thought bubbles that give players hints about what to do next.*

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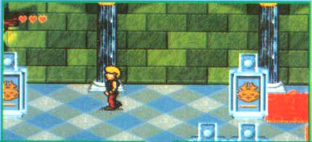
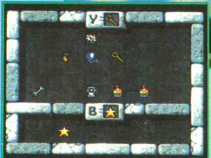
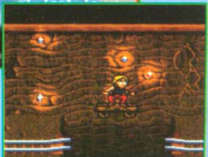
# THE MAKING OF A MAGICIAN

When young Merlin tries to save a damsel in distress who has fallen into the river, he is swept away by the swift current. He washes up, unconscious, in a strange new land. When he wakes, Merlin brushes himself off and sets out to explore the enchanted forest around him, unaware that the tiny eyes of the Shadow King's mini-minions watch him closely from the shadows. The evil Shadow King himself rules from his underground palace, sending the little Meanies to do his dirty work. Merlin learns magic spells as he explores and is given passwords by the mysterious and legendary Lady of the Lake, who appears when he accomplishes noteworthy feats. As he explores the strange new land, Merlin talks to animals, meets up with villagers and ventures to unlikely places beneath the earth and under water.





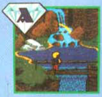
Merlin finds all sorts of useful tools and helpful spells as he explores the land.



Merlin gets some air in the mine shafts. Board heads have nothing on this legendary lad!

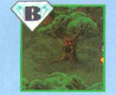
# THE ENCHANTED LAND

The raging river deposits Merlin on the shore near a mystic falls. If you catch the rising mist in the right light you'll see a rainbow span the river. Surely it's a magical arc—there must be treasure at its end.



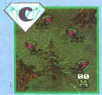
## RAINBOW FALLS

If you throw Jewels into the waterfall, you'll earn treasures in return.



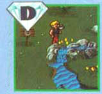
## MEANIE TREE #1

Throw Stars to beat the Meanie Tree, then pick up the treasures it guards.



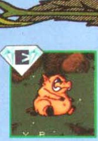
## SNARL SHOOTS

Powder these snarling blooms with Stun Dust to freeze them for a moment.



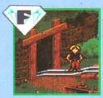
## SPRING POND

Collect water from the spring and save it in a bottle.



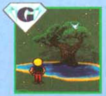
## THUNDER PIG

Use Stun Dust on this pile of pork before trying to attack with Shooting Stars.



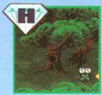
## COAL MINE

Don't venture into this dark maze until you've picked up the Lantern.



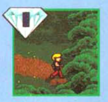
## CHIME'S POND

When you approach the pond, the Chime will insist that you hear her story.



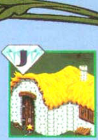
## MEANIE TREE #2

Drink invincibility water from the Chime Pond, then shoot the tree with Stars.



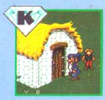
## THE FOREST

The Chime will open the path to Pinedale after you free her mirror image.



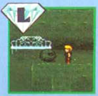
## MELODY'S HOUSE

Pick up the Wrench outside the entrance to shy maiden Melody's house.



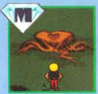
## CASOLARI'S HOUSE

The old magician sometimes wanders out of his house to give Merlin messages.



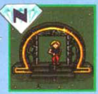
## GARDEN MAZE

The Key that Casolari seeks is hidden among the hedges in the Garden Maze.



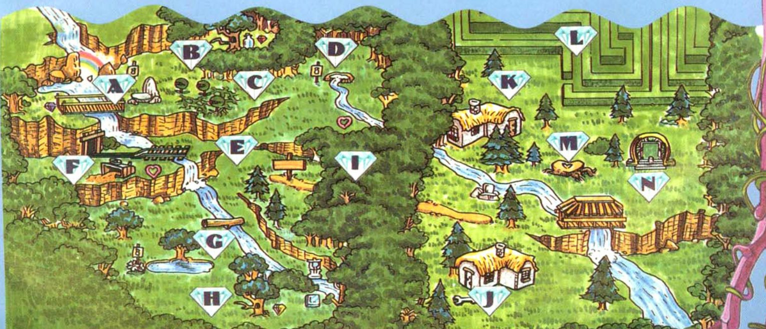
## THE HEART TREE

The secret of the Heart Tree lies in finding Golden Hearts of the same shape.

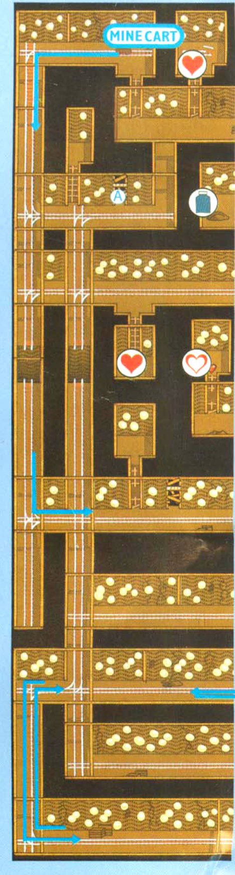


## RAINBOW GATE

The Rainbow Jewel is the key to opening the legendary Rainbow Gate.



# MAGICIAN IN THE MAKING



Although he is destined to become a great magician, as this adventure opens young Merlin has much to learn about mystical tools and magic incantations. The enchanted land he awakes in is filled with Meanies, tiny meddlesome beings that come together to form bigger, more formidable enemies. Individually, they pose little threat—kicks in the shin are the biggest attacks they can muster—but together they can be very dangerous, indeed.

## 1 THUNDER PIG

Defeat the first Meanie Tree with Shooting Stars, then throw the Jewel into Rainbow Falls to get the Stun Dust. Freeze the flowers and continue to Thunder Pig meadow.

## 2 FREE THE REFLECTION

Use the Balloon Item to bob up to get the Jewel in the Mine. Throw it into the falls to get the Bubble Wand, then use the bubbles to trap the Meanies and free the Chime's Reflection.

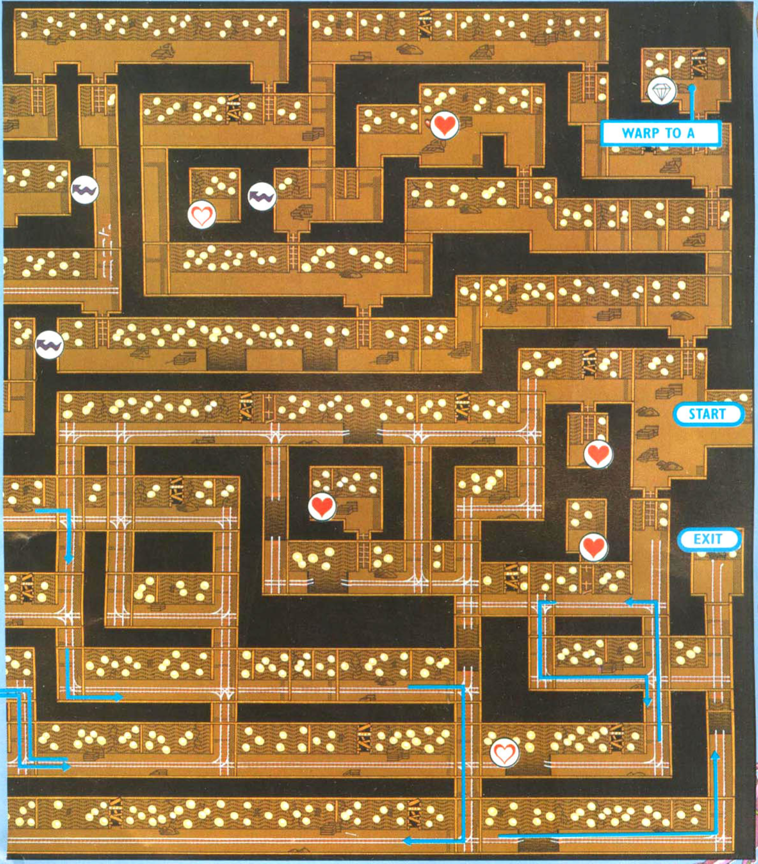
## 3 FIND THE WRENCH

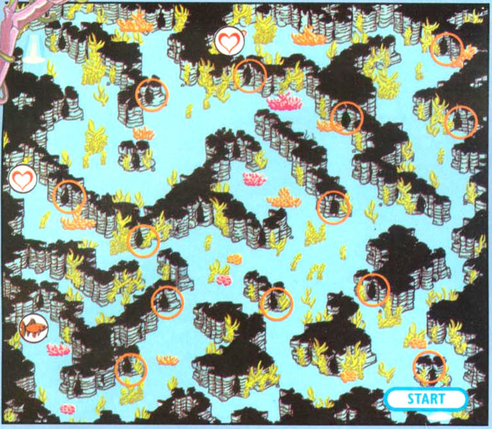
After the path to Pinedale opens, travel through the woods to Melody's house. Beside the front door lies a Wrench. Pick it up and return to the Mine Entrance. Use the Wrench to take the wooden Wheel off the wrecked Cart outside the Mine, then find the Mining Cart in the northwest corner inside. Put the Wheel on the Cart and get ready for a wild ride.

# F THE COAL MINE

Before you board the Cart, pick up all of the Items except the Heart Container in the lower right—you need the Cart to get it—then follow the route to the weak wall.

- HEART
- BOTTLE
- CONTAINER
- JEWEL
- WALK THROUGH

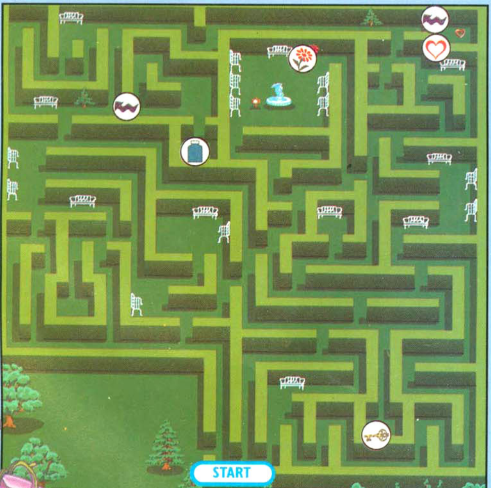




# UNDER THE SEA

Merlin might be a magician, but he can't breathe for long under water. There are Mermaids, though, who can give him breaths of fresh air if he can find them in time. They live in some of the grottos, so step up to the entrances to see if Mermaids emerge. The bad news is that if Mermaids don't inhabit the caves, Piranhas do.

- ♡ **CONTAINER**
- **CAVE HERRING**
- ○ **MERMAID CAVE**



# GARDEN PARTY

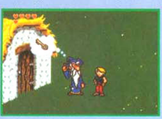
Formal hedges form a maze in the area near Casolari's House. Deep within the confusing maze is a magical fountain that bubbles with the water of life, but between the entrance and the fountain are many Meanie hedge monsters. Casolari thinks he lost his key inside, and other treasures to be found include a Heart Container, a Flower and a Bottle.

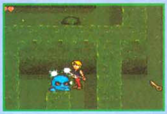
- ♡ **CONTAINER**
- **FLOWER**
- **BOTTLE**
- **KEY**
- **WALK THROUGH**

## 4

## CASOLARI'S KEY

If you go to Pinedale and wait outside Casolari's house, he'll come out and mumble something about a lost Key. Find the Key in the Garden Maze, then take it to Casolari. In return, he'll give you a glass Fishbowl that you can use to hold the Cave Herring that you'll find in the undersea stage.

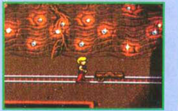


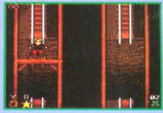


## 5

## RIDING THE RAILS

After you get the Wheel off the wrecked Cart outside the Mine, you can fix the other Cart you find inside. Hop on the Cart and ride the rails until you find a place where you can blast through the wall.

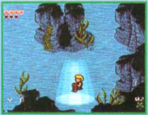


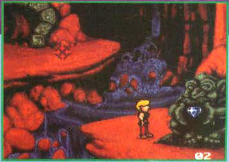


## 6

## TAKE THE PLUNGE

When you first jump into the water, you have three bubbles' worth of oxygen. Before exploring, go to the light beam in the northwest corner and use the Balloon to float up. When you surface on dry land, take the blue Jewel from the statue's hands and return with it to Rainbow Falls.

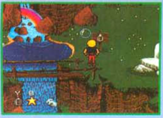


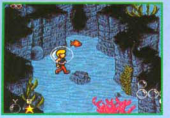


## 7

## GET SOME AIR

When you throw the blue Jewel into Rainbow Falls, you'll get an Air Bubble that will double the amount of oxygen you can carry. Assign the Bubble to your Y Button and press it to activate the air. Now you can catch the Cave Herring and find the two Heart Containers without running out of oxygen.

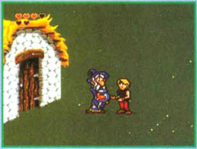




## 8

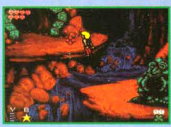
## GIVE A GIFT

Casolari is a lonely wizard who could use a pet. Go back to Pinedale and give him the Cave Herring, fishbowl and all, as a gift. He'll disappear with it into the house. Wait outside for him to return. When he does, he'll be carrying a large Spring that he'll give to you. Equip the Spring on your Y Button to bounce over large gaps, such as the one leading to the underground palace.

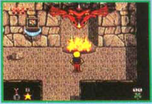


## THERE'S MORE FOR MERLIN

After getting the Spring from Casolari, Merlin goes back through the Mine and the undersea area to the cave where he found the blue Jewel. He can Spring over the water there to a tunnel entrance that leads to an underground palace, where gnomes are said to transform lumps of coal into precious stones. And his adventure doesn't end there. He'll also step through the Rainbow Gate to explore wondrous areas beyond.



Use the Spring to jump over to the entrance of the underground palace.



You'll need to use three different bottles of water to put out the flames.

# SKYBLAZER™

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## RAGLAN RULES

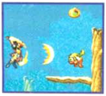
Ashura, Raglan's chosen doer-of-evil, has captured a young sorceress by the name of Arianna. Sky, a young warrior with lofty ambitions, has taken up the cause to find and rescue her. However, Sky's powers are no match for Ashura and Sony Imagesoft's band of mystical mayhem-mongers. By testing his skills and besting lesser baddies, Sky just might develop the powers needed to pull off his difficult scheme. Between Sky's conquests, a bearded old man will help him to stay true to his goals.

## A BLAZING SKY

Sky begins his quest with one special power. He will acquire others along the way. His basic attack moves consist of punches and kicks. If you press the Y Button rapidly, Sky will throw two punches and then finish the move with a sweeping kick.

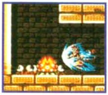
### WAVE GUN

Sky begins the game with the ability to create a crescent-shaped blast from his hands. This blast travels horizontally all the way across the screen.



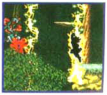
### COMET FLASH

This special power is obtained after defeating the fireball-throwing genie boss on the first island. You can use it to attack, to escape, or both.



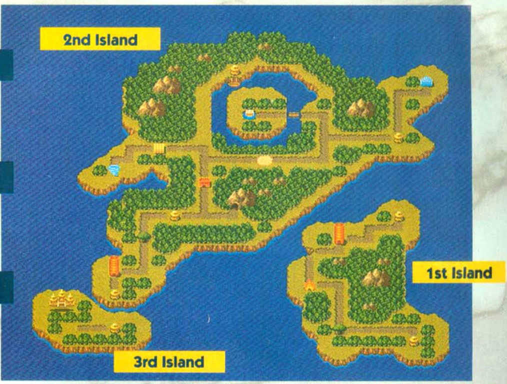
### LIGHTNING STRIKE

You can feel the electricity in the air as it rushes from Sky's body into every enemy that happens to be on the screen at the same time. Very nice!



# SKY'S WORLD

Even though Sky can choose the direction he goes in, thereby selecting the order of stages, he'll have to complete each and every one of them in order to make it over to the 3rd island. Four minor powers are held by stage bosses, but the Fiery Phoenix is the ultimate weapon.



## 1ST ISLAND

Sky will tackle six stages on the first island. There aren't any big surprises, but Cliffs of Peril breaks up the hack 'n slash action.

## 2ND ISLAND

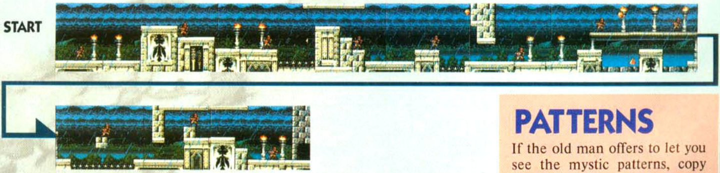
A multitude of stages challenge Sky on the second island. This, the Eastern Plain, is really where the majority of the game takes place.

## 3RD ISLAND

Raglan's home! Sky will meet up with Ashura and Raglan on this dangerous turf. You won't be allowed to go here if you're not up to it.

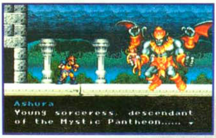
## INTRO STAGE

Raglan's plot is unveiled in the introduction of the game. At the end of this initial stage, Ashura makes off with Arianna and just about does Sky in for good with a barrage of fireballs. However, the old man is there to set him straight.



## MEET ASHURA

Sky's meeting with Ashura is brief. Ashura pounds Sky with fireballs until the young whelp keels over and passes out. Ashura flies off with Arianna at this point. Don't worry about being beaten up by Ashura here, you won't be able to retaliate in any manner. It's beyond your control. See the old man afterwards.

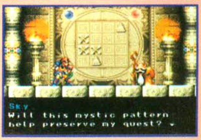


Ashura
Young sorceress, descendant of the Mystic Pantheon......

Ashura is many times larger than Sky. The young lad won't be able to avoid his attacks here.

## PATTERNS

If the old man offers to let you see the mystic patterns, copy down the shapes. A password!



Sky
Will this mystic pattern help preserve my quest?

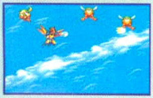
Copy the password the old man gives you.

# 1ST ISLAND

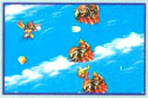
While the action in Skyblazer is always side-scrolling, the variety of how the stages are played keeps it interesting. The entire first island is sort of like Sky's introduction to the world of evil enemy creatures. There aren't many enemies on the other islands that aren't also found on the first. You'll get a password after the intro stage, but there's really no reason to write it down because you'll get another soon.

## CLIFFS OF PERIL

Possibly the most interesting stage on the first island, Sky straps on a pair of wings and takes flight! Sky can throw fireballs, but other powers don't work at all here.



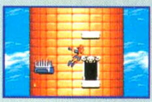
Sky's fireballs will travel all of the way across the screen.



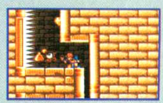
Take out one of the enemies in the row and head for the opening.

## TAROLISK TOWER

Another interesting stage, Sky appears to be circling the tower as he makes his way up on the ledges. Enter every door along the way. 1-Ups can be found in the rooms!



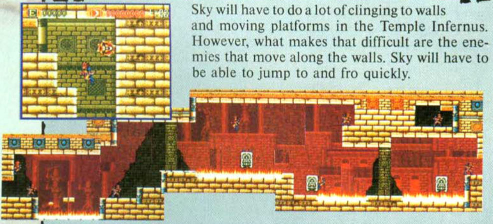
Jump off of the moving platforms before the spikes appear.

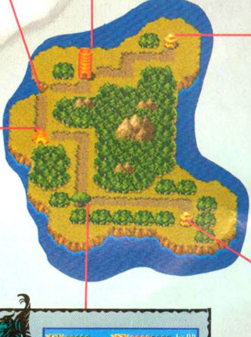


Don't get caught between the walls when they come together.

## THE TEMPLE INFERNUS

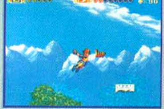
Sky will have to do a lot of clinging to walls and moving platforms in the Temple Infernus. However, what makes that difficult are the enemies that move along the walls. Sky will have to be able to jump to and fro quickly.



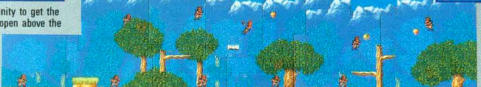


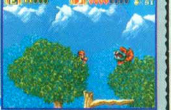
## FALTINES WOODS

If Sky finds himself treed, the leaves and branches will break his fall, but they won't hold him up. It's almost as if he "sinks" through the trees. You can see the enemies that are waiting in the trees.



Don't miss the opportunity to get the 1-Up that's out in the open above the treetops.





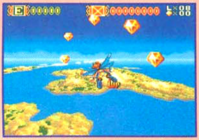
Before jumping, check the trees for enemies hiding amongst the leaves. Proceed cautiously and fire the Wave Gun special weapon if you deem it necessary.

# GET BOSSY

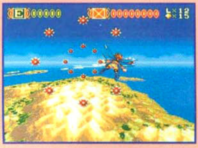
Comet Flash and the power to heal yourself will be gained by defeating the two stage bosses that reside on the first island. The strategies for besting these two baddies are basic. You shouldn't have too much trouble.

## GATEWAY TO EAST PLAIN

A freebie of sorts, the goal in this stage is to collect as many diamonds as possible. The stage will end if Sky runs into a spike. They are difficult to avoid toward the end.



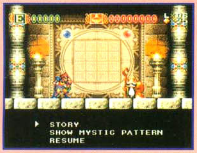
Up, down and back around. Fly along with the diamond trail, Sky! Earn 1-Ups here.



Oh, no! Sky is headed for a spike. It looks like this stage is going to come to an end.

## THE SHRINE

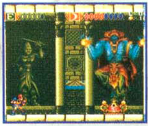
The bearded old man greets Sky after the Gateway stage and will offer him words of encouragement and a password to boot!



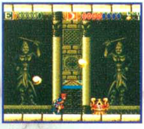
The old man gives Sky some options at this stage in the game. Choose Resume to play on.

## FIREBALL GENIE

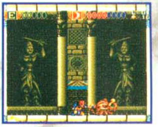
The only two things that can hurt you are the fireballs and the lamp when it's in motion. Otherwise, you can walk right past it. Your strategy should be to attack the lamp when it moves.



Stay put! Don't move until the genie throws his fireballs at you. They don't move very fast.



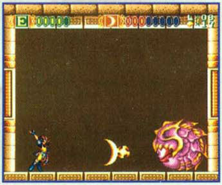
Charge full speed at the lamp when you're sure the fireballs won't hit you. It will begin to move.



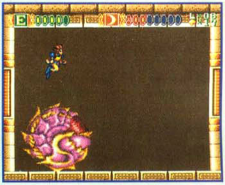
Crouch down and punch away at the lamp. You should be able to get in two good hits.

## SPINNING ARMORED EYEBALL

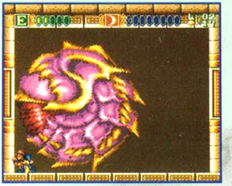
A cool use of Mode 7 graphics, this boss has its eye set on Sky! Hang on to the left wall and jump over it the first few times it comes at you and attack it directly or with a power after it shoots a fireball at you. Crouch in the lower left corner when it's huge.



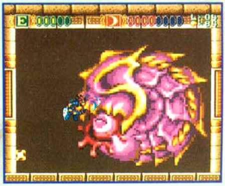
Blast the big eye when the red eyelid opens. A jumping kick works well as a direct attack on the eye.



Jump over the eye when is comes spinning your way. Cling to the left wall and leap to the right.



When the eye gets large, just crouch down in the left corner to avoid the spikes. They'll miss you.



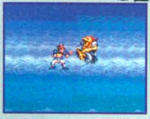
It's difficult to avoid the fireball when it's close to you. Anticipate when the eye will fire it.

# 2ND ISLAND

Skyblazer isn't overly difficult. Especially when you consider how easy it is to earn lots of 1-Ups. There are several locations where you can re-enter a room that holds a 1-Up and it'll always reappear. The passwords that the game gives you will retain all of the lives that you accumulate. A nice feature. Remember that you have to complete every stage on the second island before moving on to the third.

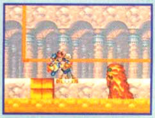
## STORM FORTRESS

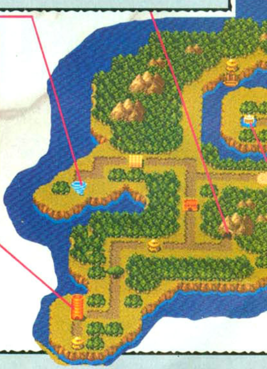
The most important thing to look for in this stage is the air currents that blow upward. They will keep Sky aloft. Negotiate the currents that blow in other directions as needed. It's not always easy to do.


Sky can remain stationary here because the wind's blowing up.

## THE CAVERNS

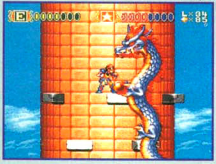
The Caverns is one of the more difficult stages because of the enemies that pop up and have the ability to take Sky by surprise. The dangers of fire and spikes play a big role in the difficulty, too.


The lava monsters spit fireballs that move fast. Watch out!



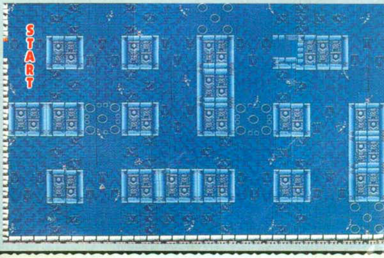
## GREAT TOWER

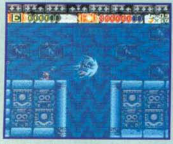
Sky faces another encounter with a rotating tower. Keep your wits about you if you're scared of heights. It's not a bad idea to make use of your Comet Flash power if you need to buy yourself some time in the air. Slay the fire-breathing dragon at the end of the stage.

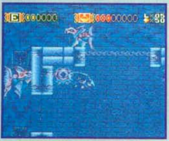

The secret to victory is pounding on the long dragon's red crystal ball.

## LAIR OF KAHRYON

This stage probably has the most potential to be the most confusing stage in the game. You need to activate the underwater switches so you can swim in the currents in order to reach the exit. Since there are a few different rooms attached to the main room in this stage, it's easy to become disoriented. Check the map for the exit.

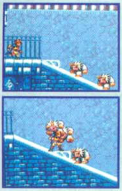



Use Comet Flash to propel Sky against the currents. It's very useful!

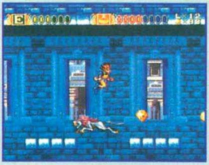

Trap the fish on the other side of the walls while you attack the pods.

## PETROLITH CASTLE

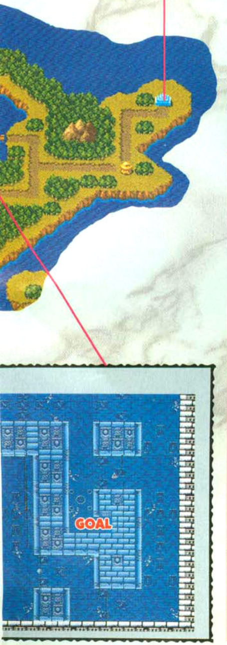
The icy surroundings of Petrolith Castle present a fairly good challenge for Sky. Multitudes of spikes and a section of moving ceilings make for an interesting jaunt through this particular stage.



If you trip the ice wedge, it will take out the enemies coming toward you.

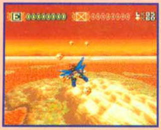


Wait for the ice hounds to spring into action and charge at you before leaping to the next ledge and jumping over them. With the icy floor, it's easier said than done.

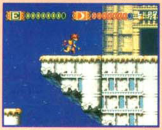


## FINAL JOURNEY

Once again, Sky is given the opportunity to rack up generous quantities of diamonds as he equips himself with a pair of wings and flies over to the third island.



Use the same flying technique that you used in the previous flight stage to score mass diamonds.



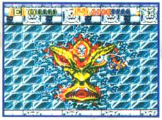
The Citadel stage scrolls vertically. Don't waste too much time in one location. Keep moving up.

# MORE BOSSES

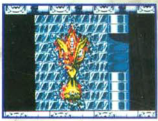
They just keep getting meaner. And trickier, too! To defeat the last round of stage bosses, the ones before Ashura, requires more patience and more speed.

## ROTATING WALL

This is actually a really cool boss. The wall spins around and Sky has to jump through an opening in the wall that can change position. Slash at the eyes with each rotation.



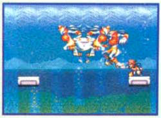
With each rotation, jump up and slash away at each eye and the face in the middle of the forehead.



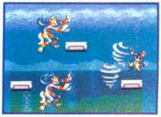
Sky has to jump up and through the gap if he wants to avoid getting squashed by the wall when it spins.

## THAR THEY BLOW

Wind demons confront Sky on a group of ledges. They unleash blasts of air in an effort to try to knock Sky off of the ledges. Punch rapidly then jump to another platform.



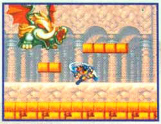
Nail the demons with punches, one at a time, if necessary. Patience will pay dividends this time around.



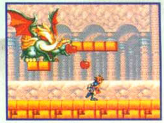
It looks as if Sky is going to get blasted off of this ledge. There is a ledge below this one, however.

## WHATCHAMACALLIT

This boss looks like a cross between a dragon, a rhino, an elephant and a ninja turtle. Whatever it is, all you have to do is nail it in its snout. Watch out for the apples!

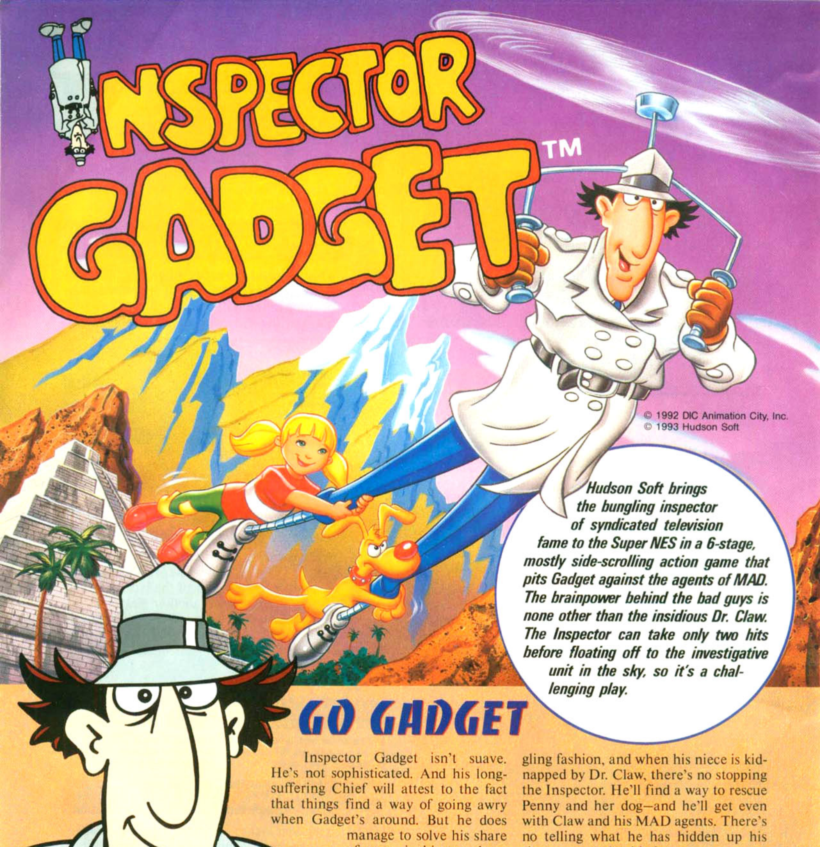


A jumping punch/kick works great when the beast is coming toward you. Be sure to hit it in the head.



Quickly run away when the beast begins to spew irritated apples from its protruding mouth.

# INSPECTOR GADGET™



© 1992 DIC Animation City, Inc.
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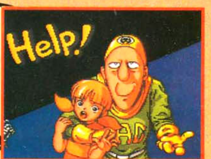
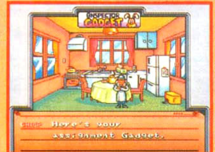
***Hudson Soft brings the bungling inspector of syndicated television fame to the Super NES in a 6-stage, mostly side-scrolling action game that pits Gadget against the agents of MAD. The brainpower behind the bad guys is none other than the insidious Dr. Claw. The Inspector can take only two hits before floating off to the investigative unit in the sky, so it's a challenging play.***

## GO GADGET

Inspector Gadget isn't suave. He's not sophisticated. And his long-suffering Chief will attest to the fact that things find a way of going awry when Gadget's around. But he does manage to solve his share of cases, in his own bungling fashion, and when his niece is kidnapped by Dr. Claw, there's no stopping the Inspector. He'll find a way to rescue Penny and her dog—and he'll get even with Claw and his MAD agents. There's no telling what he has hidden up his sleeve—or under his hat.





Here's your assignment Gadget.

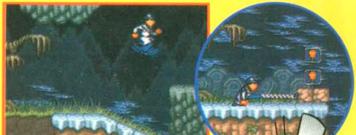
When Penny and her dog are captured by Dr. Claw, Inspector Gadget gets the case. He'll stop at nothing to rescue his niece from the clutches of Claw.

# GADGET'S INVESTGATIVE TOOLS

Half man, half madcap machine, Inspector Gadget is one investigator who really uses his head. He has all kinds of special tools that he keeps hidden under his hat. To scroll through the different items, use the L and R Buttons. To use a tool, press A or B. The Inspector's hat will pop open and the gadget will emerge and perform its special function. Most of the tools he'll find along the way, but when he starts out he is equipped with a couple of basic weapons. The play control is generally good, but switching tools is a bit awkward.

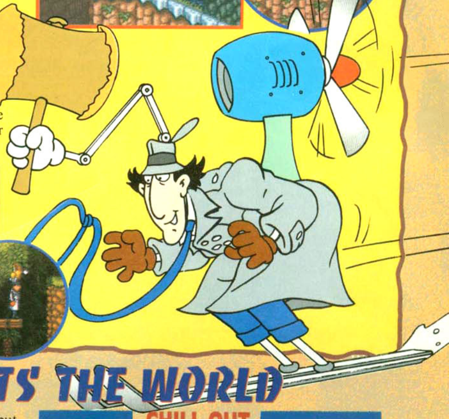
## STARTING OUT

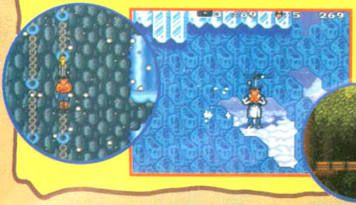
According to the Chief, Penny is being held in a haunted English Castle, and it's an ever-so dark and stormy night as the Inspector sets out to rescue her. Before Gadget picks up any of his specialty tools, he can only jump using the B Button, punch using the Y Button and throw Plungers using the A Button.



## SPECIALTY TOOLS

Gadget quickly starts filling his head with all sorts of tools, starting with a retractable claw that he can use to grab on to things overhead. He'll also find Bombs, Arrows, Anvils, Lanterns, motorized helicopter blades and even mini-inspectors that he can send ahead to kick approaching enemies in their shins.



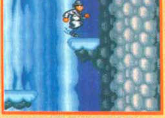


# GADGET INSPECTS THE WORLD

Gadget's mission starts in the old English Castle, but every time he closes in on Claw, the bad Doctor takes Penny and flees to a new hiding place. As a result, the Inspector is going to see a lot of the world before finally rescuing his niece. From the driving rain outside the castle to the frozen tundra and ice fields of the far north and tropical and exotic venues beyond, Gadget follows Dr. Claw's trail. The changing weather conditions in each stage play a big part in Inspector Gadget's rescue attempt.

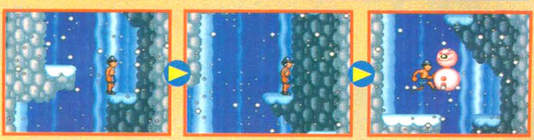
## CHILL OUT

It's easy to slide right off the edges of ledges in the slippery ice stages. Mind your footing and watch out for areas of ice that might crack and give way beneath your feet. It's not always easy to stay cool.



## B-B-BLIZZARD!

Snow swirls all around in this stage. Watch the falling snow and wait until you can make a wind-aided jump to far-off ledges. Toggle back and forth with the Control Pad to keep from being blown off the snowy ledges.



# STAGE 1: THE HAUNTED CASTLE

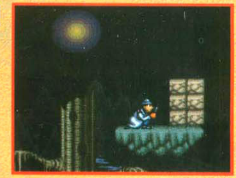
The word is that Dr. Claw has taken his abductees to a castle. And it's not just any castle—it's a haunted English Castle. Inspector Gadget has to battle the elements as well as the MAD agents as he struggles through torrential rain to reach the castle entrance. Once he finds Dr. Claw, he's in for a surprise—the good doctor has no time for him.

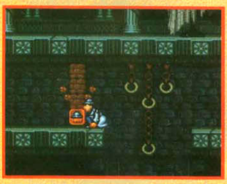
## BREAK BLOCKS

Inspector Gadget packs quite a whallop with his boxing-glove fist. Use it to bash MAD agents and to break blocks and take their contents. Sometimes the blocks hold tools, other times Power-Ups. When the blocks are low, press Down to kneel before throwing the punch. Jump and punch to hit high blocks.

## SEARCH FOR CLUES

There are many hidden blocks in the game. To find them, hold Down on the Control Pad until Gadget whips out his Magnifying Glass. If there are any hidden blocks on the screen, they will shimmer into view. Punch at where they showed up to uncover their contents. Search for the hidden blocks everywhere.

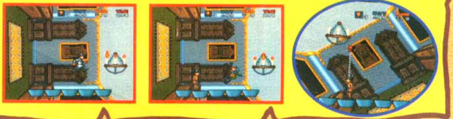




Duck to avoid enemy fire and to punch at low blocks. You can also fire Arrows from this position.

### FIGHT FIRE WITH FIRE

Dr. Claw controls the big Chair that floats in to light the fighting Chandelier. To defeat the big lamp, simply jump and punch it several times. Although special weapons are helpful in some cases, all major enemies in the game can be beaten with punches.

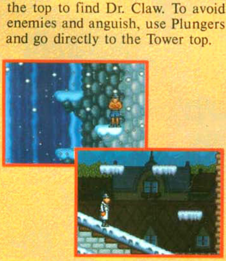


# STAGE 2: TO THE CLOCK TOWER

The Chief says that Dr. Claw has fled to a Swiss Clock Tower, so Gadget will have to scale the snowy Alps on his way to rescuing Penny. The big, bad Snowmen are hard to handle, so avoid them when possible. Punch or fire Arrows at the bat-wielding, snowball bashing enemies and keep a watchful eye on the weather.

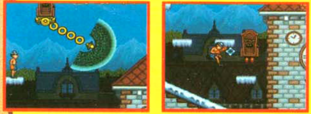
## CLIMB THE TOWER

After braving the snowy elements, enter the Clock Tower and climb to the top to find Dr. Claw. To avoid enemies and anguish, use Plungers and go directly to the Tower top.



### GUILLOTINE GREETING

Once again, Dr. Claw is the maniacal mind behind the Chair, and this time he's swinging a giant Guillotine. Leap up and collect all of the Power-Ups on the roof, then concentrate your attack on the Chair itself. Use punches, Arrows or Anvils to crush it.



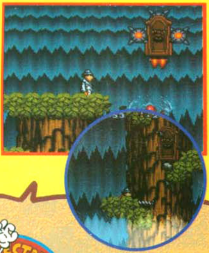
Go immediately to the roof to pick up the Power-Ups, then start attacking the Chair.

# STAGE 3: THE AMAZON

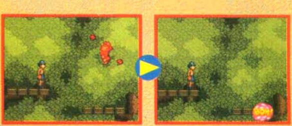
In Stage 3, Inspector Gadget goes deep into the Amazon Jungle, where plenty of hunters are after his multi-talented head. Give the Monkey-meanies a wide berth and climb through the trees using the platforms there. Don't dawdle on the platforms, though. Some of them will drop if you stand on them for too long. Search for Bonus Rooms, which are hidden in every stage.

## DR. CLAW

He's baaack! This witch doctor sits in his Chair while deadly spikes circle him. It's hard to reach him without being impaled on the spikes, so stand in the lower left corner and attack him using Red Helicopter Blades.



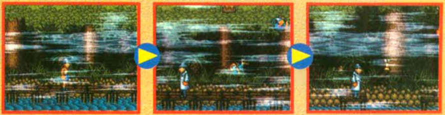
## MONKEY MADNESS



The bad-natured Monkeys that inhabit the Amazon Jungle throw objects with deadly accuracy. They're serious pests that can make short work of the Inspector. Attack quickly, before they have a chance to toss their wares.

## FISH AND FOG

The jungle mist hides lots of enemies, so watch the background and be prepared to act when you see misty shapes appear. The Fish that jump up out of the water to attack you yield Overcoats, so attack them to power-up whenever you lose your jacket.



Watch the fog in the background carefully. When you see shapes start to appear, get ready to attack.

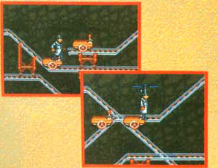
Fire at the Fish to replace a lost Overcoat, but avoid them otherwise.

# STAGE 4: ANCIENT INCAN RUINS

The Chief says that Claw has escaped to some ancient Incan Ruins, and Inspector Gadget is hot on his trail. The Incan Ruins hold many mysteries, but the Inspector knows who is behind some of them: it's the nefarious Dr. Claw. While exploring the region, Gadget will discover Mine Shafts and flooded chambers—and he might just find it difficult to keep his head above water.

## THE SHAFT

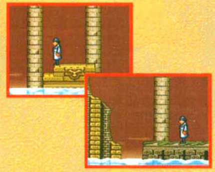
The Mine Carts really move—Gadget will have to act fast to jump from one to the next. Watch out for exploding Bombs and MAD agents. Equip the Blue Helipcopter and activate it just as the Cart you're in is about to fall away.



Activate the Blue Helicopter just as one Cart disappears, then catch the next one.

## WATCH THE WATER

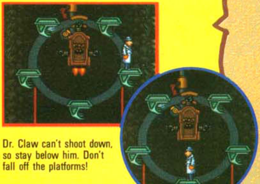
The water level in this area rises and falls. You'll be safe as long as you stay on the high platforms, but if you fall in, you're a goner. Watch the tide. When the water level drops, jump to the next high platform.



The water rises and falls. Wait for the level to drop before jumping to the next platform.

## SPINNING CLAW

Dr. Claw torments you with spinning platforms in this showdown. He can't shoot down, so keep his Chair above you and punch as you jump from platform to platform.



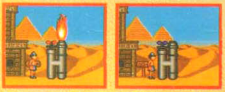
Dr. Claw can't shoot down, so stay below him. Don't fall off the platforms!

# STAGE 5: THE EGYPTIAN PYRAMID

When the Chief tells Inspector Gadget to hightail it to the Egyptian Pyramid, he has his work cut out for him. The Pyramid is full of MAD agents with spinning wheels and Mummies with rolls of paper. They'd just love to mummify the Inspector. Be sure to search out the hidden passage—you'll find a 1-Up there. By the time you reach this stage, you could use an extra life.

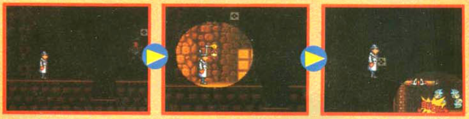
## FLARE UP

Watch out for the flames that shoot up from below. Turn them off by flipping the Red Switches off, but leave the Blue Switches on.



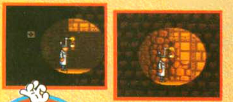
## SPOTLIGHT

The spotlight effect in this area makes seeing things difficult. Move ahead, pick up items you find, then throw the Lantern at enemies.



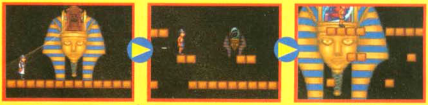
## HIDDEN PASSAGE

Enter this area to find the Hidden Passage. Be sure to pick up the 1-Up you find—you'll need it!



## FIND THE PHARAOH

Dr. Claw flies around on a King Tut-like head in this round. When you attack him, he'll fire back. Avoid his shots and keep firing.

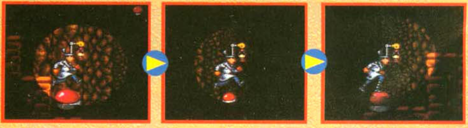


# STAGE 6: DR. CLAW'S HIDEOUT

Inspector Gadget heads back into a chilly climate for the final stage and his last confrontation with the dastardly Dr. Claw. Jump onto the gondolas to ride upward, but watch out for those sneaky MAD agents who try to shove you off. The snowy gondolas are very slippery, and it's easy to lose your footing and fall to your doom. It's a challenging ride to the top.

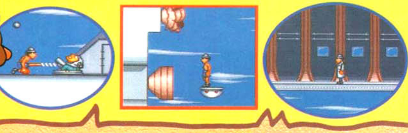
## BOUNCE UP

You'll need to light the Lantern in the darkened area you enter first. Bounce up and out of the mountain on the series of red balls.

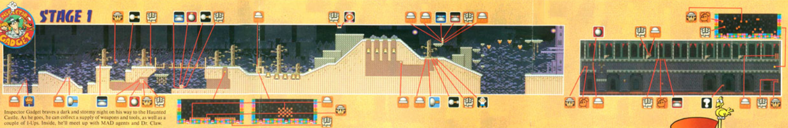


## FACE-TO-FACE WITH DR. CLAW

It's Dr. Claw at the controls. Attack the plane's outer shell. When you destroy it, you'll be pulled into the cockpit to meet Claw.

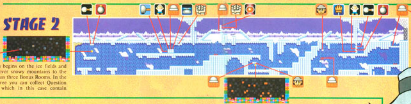


## STAGE 1



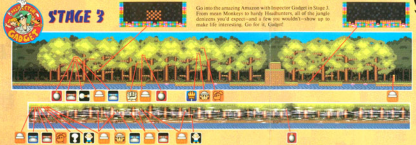
Inspector Gadget braves a dark and stormy night on his way to the Haunted Castle. As he goes, he can collect a supply of weapons and tools, as well as a couple of 1-Ups. Inside, he'll meet up with MAD agents and Dr. Claw.

## STAGE 2

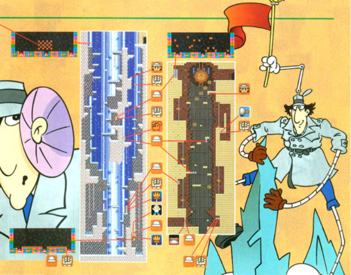


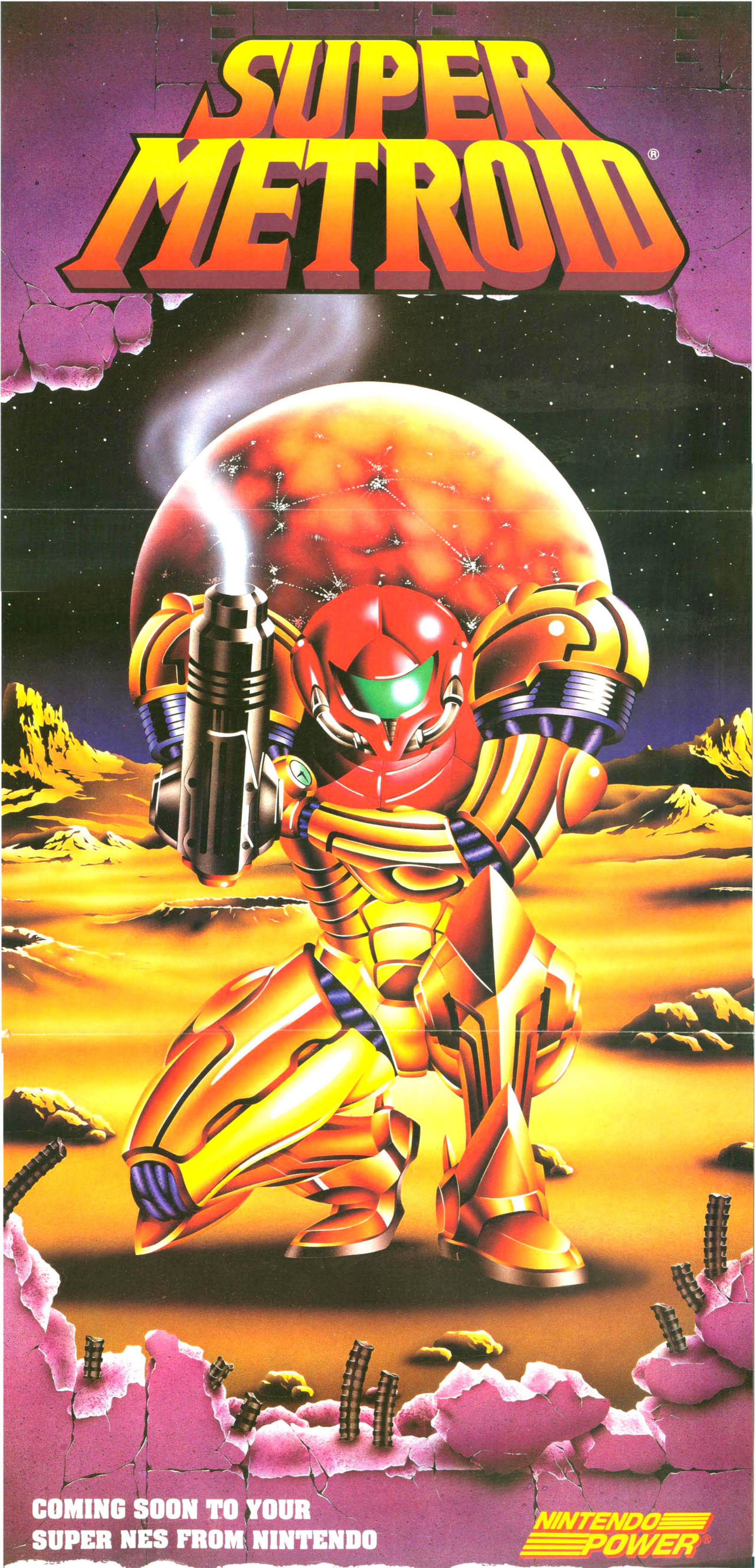
Stage 2, which begins on the ice fields and leads Gadget over snowy mountains to the Clock Tower, has three Bonus Rooms. In the first of the three you can collect Question Mark blocks, which in this case contain Anvils.

## STAGE 3



Go into the amazing Amazon with Inspector Gadget in Stage 3. From mean Monkeys to hardy Headhunters, all of the jungle denizens you'd expect—and a few you wouldn't—show up to make life interesting. Go for it, Gadget!

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COMING SOON TO YOUR SUPER NES FROM NINTENDO
NINTENDO POWER®

# THE SPORTS SCENE

## SPORTS TALK

*Lou Z. Ball*

The games are almost here! I don't mean the Winter Olympics, but some cool titles with freezing action for your Super NES. The Olympics feature great athletes and hours of TV coverage, but when you can't stand one more in-depth interview with some skater's blade sharpener, get into the action with this month's focus on winter games.

*(A quick correction: in November's soccer chart, Tony Meola's Soccer should have shown 64 teams and a big Yes to Strength Meter and Lineups. Sorry, Tone.)*

### RIDDICK'S REVIEW Pg. 37

A heavyweight look at Riddick Bowe Boxing from Extreme Software.

### BRETT HULL Pg. 38

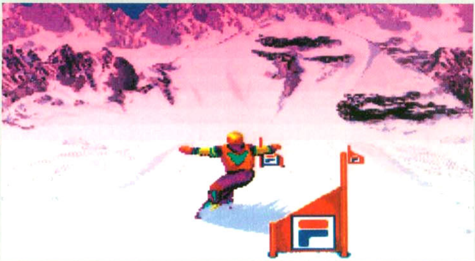
Accolade's hard-hitting hockey hero takes on the entire NHLPA while Al Michaels calls the action.

Sports Illustrated
CHAMPIONSHIP
FOOTBALL & BASEBALL

### SPORTS ILLUSTRATED Pgs. 40–41

Both football and baseball compete for playing time in this innovative game from T*HQ.

## WINTER EXTREMES



### By Electro Brain

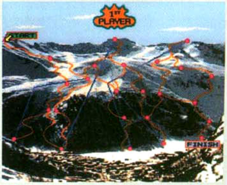
Salt Lake City, UT—Out of the snowy alps comes the ultimate skiing/snowboarding experience possible without snow or a lift ticket. Loriciel developed Winter Extreme Skiing & Snowboarding for Electro Brain, and they obviously knew a thing or two about the sports. With the Mode 7 graphic effects, you see everything except the steam of your own breath. Whether you're into Skiing, Snowboarding, Slalom or Downhill, Winter Extreme puts you on world class slopes in the most realistic and fun-packed winter game ever.

> **". . . you see everything except the steam of your own breath."**

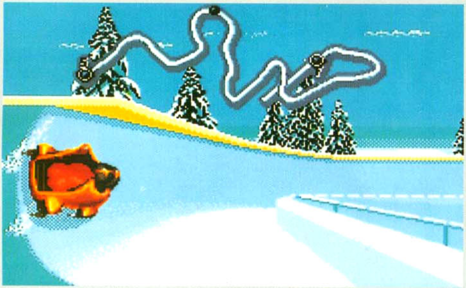
You can compete either on skis or a board in Competition Mode, Training or the challenging Fun Mode in which you pass timed checkpoints in a Downhill course full of obstacles. In the Competition and Training modes, you can choose from three events: Downhill, Giant Slalom and Slalom. In the Training mode you can choose between four different courses for each event.

Skiers and snowboarders will appreciate the reality of the graphics, sound and play control, but you don't have to be a mogul monster to thrash on the speed. Super fast, 3-D scrolling courses force you to react instantly to changes. You can also jump obstacles and tuck to increase your speed.

Winter Extreme has enough terrain to keep things exciting, and the challenge of beating the best time on any given course gives the game added depth. As a two-player game, you'll compete against the clock, your opponent and computer players. Time to hit the slopes.



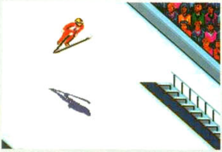
# THE OLYMPIC SPIRIT



In the Bobsled competition, you'll rocket down the frozen course at more than 100 kph.

### By U.S. Gold

San Francisco, CA–The 17th Winter Olympiad takes place this month in Lillehammer, Norway, and you can compete for the gold in ten of the events thanks to U.S. Gold's Winter Olympic Games. Up to four players can compete in alternating turns in individual events or the full Olympic schedule. The events include Downhill, Slalom, Giant Slalom, Super G, Freestyle Skiing, Biathlon, Ski Jumping, Speed Skating, Bobsled and Luge. For variety, the 16 megabit Winter Olympic games can't be beat. Some of the events require precision timing, while for others you'll need to navigate tricky courses at top speed. Still other events like the Biathlon require players to master several skills.



Holding the perfect position is the key to extended flights in the ski jumping competition.

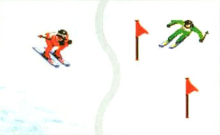
The view in the skiing events is from in front of the athlete looking down the course. Speeds are far slower than in the realistic Winter Extreme, but the challenge is still there. Unfortunately, not all of the challenge is due to the layout of the courses. Play control feels slightly awkward due to the frontal view. On the other hand, it is easier to see the terrain in this game, making the challenge more strategic and less reflexive. You can slowly traverse each course in the training mode, looking for the fastest track and problem bumps or turns.

> **"For variety, the 16 megabit Winter Olympic games can't be beat."**

Another difference between Winter Olympic Games and Winter Extreme is that in Winter Olympic Games, the poles and gates on the ski courses can spill you head-first into the snow. In Winter Extreme, you simply snap through a gate and incur a penalty. A fall in the Winter Olympics automatically disqualifies a player from the competition. Pretty harsh. In this game, practice is essential.

## DOWNHILL DARING

Lillehammer is the only city in the world with a skier on its coat of arms, so you can bet that these folks know how to put a ski run together. The Downhill course at Kvitfjell has a vertical drop of about 2500 feet and there are lots of tight corners and jumps. In Winter Olympic Games, you'll race on the same track as the Olympians. You can tuck to increase speed, or ski at an angle across the slope to slow down. The Super G also takes place at Kvitfjell. The shorter course features more turns and gates. Make sure you stay out of the trees. You'll be disqualified if you take a tumble or ski off the course.

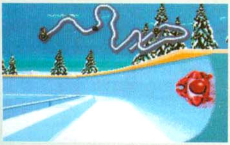


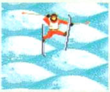
Picking out the best line is easy in the Downhill and Super G since gates are widely separated.

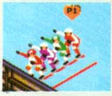
The Downhill course at Kvitfjell averages a 29% vertical drop.

## GO FOR THE GOLD

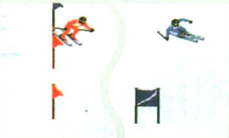
In the Bobsled competition, you'll hurtle down an icy trough in a behind-the-sled view. The same view makes the Luge just as exciting. Speed skating takes place on an oval ice track on which two skaters compete at once. In Ski jumping, you'll slide off a ramp and float down the hill for as much distance and style points as you can amass. The Biathlon combines cross country skiing and target shooting. Free-style Skiing is judged for jumps and spins. The Slalom and Giant Slalom test speed and dexterity on the slopes. A choice of eight different languages adds to the international flavor of the game.

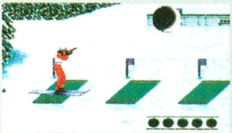

The Luge event was added to the games in 1964 at Innsbruck. The Luger steers the tiny sled with his legs.


Use four jump moves to build style points.



Skate against computer or human opponents.

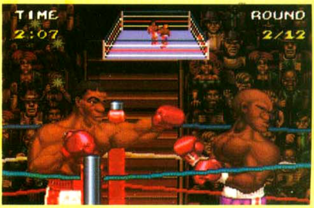

The Slalom and Giant Slalom courses at Hafjell will test your quickness. You must make all the gates.


The Biathlon competition at Birkebeineren has rather awkward controls. Aiming at targets is difficult.

# RIDDICK BOWE BOUNCES BACK

### By Extreme

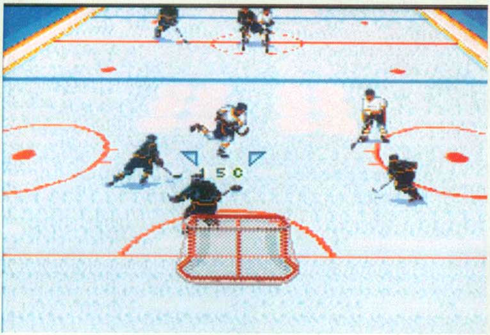
San Mateo, CA—Riddick Bowe may have a tough climb ahead to regain his world heavyweight title, but his Super NES boxing game from Extreme already looks like a champ. Riddick Bowe Boxing scores big points for the quickness and mobility of the fighters, a feature that allows you to use aggressive tactics, or to dance out of trouble. As for the punches—they scream with speed and power. Two damage meters depict the face and abdomen of each fighter, and an exhaustion meter indicates how close a fighter is to getting KO'd. Players choose either the one or two-player exhibition fight, or the career path that lets them rise through the ranks, much like the classic Punch-Out!! for the NES. In fact, the cartoon-like appearance of the boxers also echoes the style of Punch-Out!!, but these fighters don't have any cartoon super moves, just lots of strength and stamina.



Riddick Bowe Boxing may not look as realistic as Boxing Legends of the Ring, but with the ability to move about the ring, it gives you a more realistic fight. In the Career Path, even the lowest of your opponents can pack a punch, so you'll have to boost your own power in training sessions between matches.

And what does Riddick Bowe himself think of his video namesake? Says Riddick, "He has killer jabs, just like me. The main difference is that he doesn't have my gorgeous smile or charming personality." Power also asked about Riddick's input during development of the game. "We worked with Extreme at all stages of development," he said. "They took the time to listen to what I thought would simulate the true boxing experience . . ." And how about the heavyweight's tips for players: "You don't want to rush into competing against boxers with much better skills. But remember, you want to keep challenging your boxer . . . and practice, practice, practice!" Finally, we asked what's next for Riddick Bowe, and he said he's getting back into training and to look out, because he's going to be better than ever before.

# BRETT HULL SAYS IT ALL



### By Accolade

San Jose, CA—Hockey super star Brett Hull teamed up with Accolade and the programming group at Radical Entertainment to produce one of the classier acts on ice. Mode 7 graphic effects allow for a modified behind-the-puck view that scrolls down the ice as the action moves one way and then the other. Although Brett Hull doesn't have the NHL license and no actual team logos can be shown, it does include correct player names and team strengths for NHL cities. Two players can face off in exhibition action, or one player can challenge the computer in league play or playoffs.

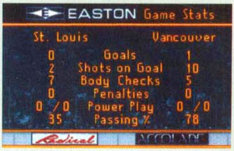
Although it may be less realistic than the close-to-the-ice perspective of NHL Stanley Cup, the view in Brett Hull Hockey is very easy to comprehend. You're always facing in one direction as the screen scrolls over the ice to where the action is taking place. It is less easy to tell which player you control. The ice-colored indicator marks and player number are easy to miss in the heat of the action. Another problem is that characters at the far end of the ice tend to be small and hard to see. This makes defending the far goal more difficult, so in a two-player match, one player will have a disadvantage. On the other hand, the feeling of controlling the players as they move over the ice is quite realistic. You'll have to master momentum and turning radiuses just as you do if you really take to the ice.

> **". . . the feeling of controlling the players as they move over the ice is quite realistic."**

Game options include instant replays, game stats, fighting and penalty options and lineup editing. You can also keep the Goalie off the ice if you need more offensive power. Brett Hull Hockey includes team evaluations that includes player analysis as well as overall team strengths.

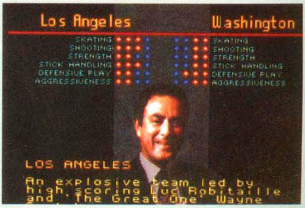
## CALL THE PLAY

One of the first things you'll notice is the voice of veteran sports announcer, Al Michaels. With little delay between the on-the-ice action and the call, and a good variety of announcements, Al almost sounds live, at times. Of course, over time, even the best announcer gets stale, so Accolade included an off switch. On the down side, Accolade didn't include name recognition for players except for Brett Hull. Instead, Michaels calls the plays by the numbers. Something seems to be missing when you hear, "Number Five shoots! He scores!"


EASTON
Radical
ACCOLADE

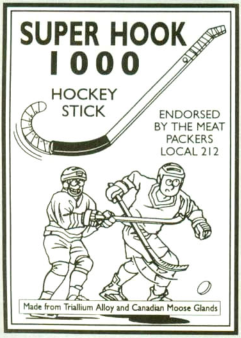
Game Stats

| St. Louis | | Vancouver |
|---|---|---|
| 0 | Goals | 1 |
| 2 | Shots on Goal | 10 |
| 7 | Body Checks | 5 |
| 0 | Penalties | 0 |
| 0 / 0 | Power Play | 0 / 0 |
| 35 | Passing % | 78 |


Los Angeles
Washington
SKATING
SHOOTING
STRENGTH
STICK HANDLING
DEFENSIVE PLAY
AGGRESSIVENESS
SKATING
SHOOTING
STRENGTH
STICK HANDLING
DEFENSIVE PLAY
AGGRESSIVENESS

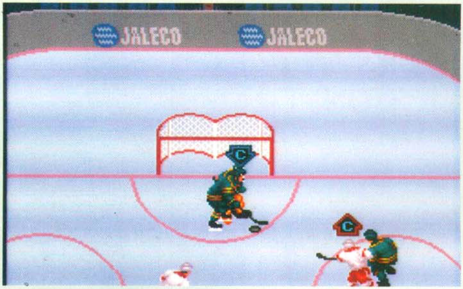
LOS ANGELES

An explosive team led by high scoring Luc Robitaille and 'The Great One' Wayne


SUPER HOOK 1000
HOCKEY STICK
ENDORSED BY THE MEAT PACKERS LOCAL 212
Made from Triallium Alloy and Canadian Moose Glands

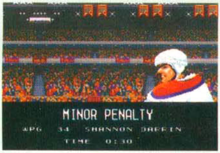
# PRO SPORT HOCKEY

### By Jaleco



Wheeling, IL—Jaleco, best known for its baseball game Super Bases Loaded, has left the diamond for the ice. Pro Sport Hockey is certainly playable and fun, but it doesn't have the bells and whistles or the reality of the other major hockey titles like NHL Stanley Cup, NHL '94 and Brett Hull Hockey. The view of the puck and over-sized players is exceptionally clear, but the view of the overall rink is limited so that passing and shooting become difficult. The momentum factor is particularly slow in Pro Sport Hockey. As for the giant players in the dinky rink, it's more reminiscent of Hit The Ice than real hockey.

Realism isn't everything, of course. Pro Sport may be the easiest of the Super NES hockey titles to learn and master. For a quick game, especially when a friend comes over who doesn't know the controls, Pro Sport is perfect. There's even a two-player mode in which you and a friend team up against a computer-controlled team.

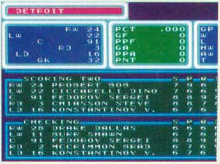


Like Brett Hull Hockey, Pro Sport has the NHLPA license and the names of real players. This season's expansion cities didn't make it into the game, though, so all you Mighty Duck and Panther fans will want to look elsewhere, like to the games mentioned above.

> "... casual players may find this game to be a good fit."

Be sure to check the options before you face off. Periods can be set from two minutes to 20 minutes. Penalties can be turned off as well as a Fatigue factor and, the most interesting option of all, Home Luck, which gives the home team an advantage. On the setup screen, you can change your lines using the real rosters from NHL teams. You can also study each player's stats on the same screen.

Although Pro Sport Hockey fails to deliver some of the goods—for example, its sound effects could have been borrowed from almost any space shooter—it is easy to learn and play. Its battery-backed memory makes season play easy, too. Rabid hockey fans will probably want to look at competing hockey games, but casual players may find this game to be a good fit.



```
DETROIT
          RW  24   PCT     .000   GP
LW            22   GF         0   W
     C        91   PPF        0   L
         RD    3   GA         0   HW
 LD           16   PPA        0   AW
     GK       32   PNT        0   T
  SCORING TWO                     S  P  A
RW  24  PROBERT BOB               7  9  6
LW  22  CICCARELLI DINO           7  6  6
C   91  FEDOROV SERGEI            8  8  9
RD   3  CHIASSON STEVE            8  8  7
LD  16  KONSTANTINOV V.           6  7  6
  CHECKING                        S  P  A
RW  28  DRAKE DALLAS              6  6  6
LW  11  BURR SHAWN                6  7  6
C   91  FEDOROV SERGEI            8  8  9
RD   2  MCCRIMMON BRAD            6  7  6
LD  16  KONSTANTINOV V.           6  7  6
```

Make line changes for the best offense.

## HOCKEY BY THE NUMBERS

| | Batt/Pass | # Teams | Instant Replay | Fighting | Full Season | |
|---|---|---|---|---|---|---|
| **NHL Stanley Cup** | Batt | 26 | Yes | No | Yes | |
| **NHL '94** | Pass | 26 | Yes | No | Yes | |
| **Brett Hull Hockey** | Pass | 26 | Yes | Yes | Yes | |
| **Pro Sport Hockey** | Batt | 24 | No | Yes | Yes | |
| **NHLPA '93** | Pass | 24 | No | Yes | No | |
| **Super Slap Shot** | Pass | 32 | No | Yes | No | |

| | # of Players | 2 vs. Comp. | Line Change | Variable Season | Playoffs | Licen. |
|---|---|---|---|---|---|---|
| **NHL Stanley Cup** | 2 | No | Yes | Yes | Yes | NHL |
| **NHL '94** | 5 | No | Yes | No | Yes | NHL |
| **Brett Hull Hockey** | 2 | No | Yes | Yes | Yes | NHLPA |
| **Pro Sport Hockey** | 2 | Yes | Yes | No | No | NHLPA |
| **NHLPA '93** | 2 | Yes | Yes | No | Yes | NHLPA |
| **Super Slap Shot** | 2 | No | Yes | No | Yes | None |

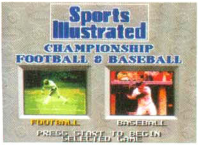
# S.I. GETS INTO THE GAME

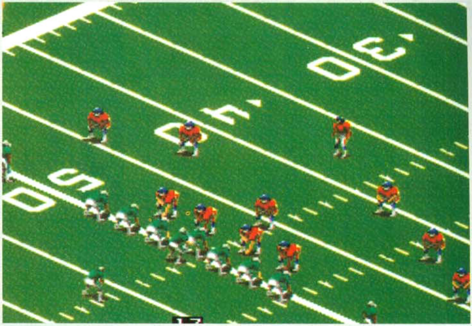
## TWICE THE ACTION

**By Malibu**

Calabasas, CA—It was bound to happen sooner or later. Sports Illustrated—that tome of sporting news—wanted to get into the game. In this case, it was into the video game market. Teaming up with Malibu (a new label from T*HQ), S.I. has its name on one of the more unique sports games of the year. Sports Illus. Championship Football & Baseball does double duty in its 16 megabit formation. Players can pound out the yards on the grid iron or pound a homer out of the ballpark. For anyone who wants it all—and who doesn't—S.I. Football/Baseball delivers. With so many sports games to choose from, that choice might seem pretty easy when you get two for the price of one. Making the choice even easier is the quality of these two games. Neither game has stunning Mode 7 graphics that take you into the heat of the action nor do they include official licenses, but they are both straight-forward sports games that are easy and fun to play.

> **". . . S.I. Football/ Baseball delivers."**





## COVER STORY

Calabasas, CA—Sports Illustrated Football would be a good football game even without the draw of having the baseball game in the same Game Pak. Realistic graphics with good running speed makes the player characters come to life, even though they are quite small in the game's regular view. One of the highlights of S.I. Football, however, is that the view zooms in when your player gets into an open field situation. It's much easier to control the larger character and make subtle moves to escape pursuit. Not only are the zoom graphics helpful, they are well animated, too.

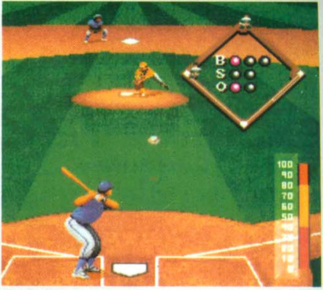
> **". . . you'll be picking up first downs right from the start."**

It takes a while to master the controls of most football games, but with S.I. Football, you'll be picking up first downs right from the start. One reason is that the computer takes over some of the work. On a running play, once you hike the ball, the computer takes over the quarterback for a second and hands it off to the running back. Basically, you just have to run for daylight. On passing downs, you choose an open receiver and let the ball fly. If he catches it, you keep running. Even kicking field goals is easy.

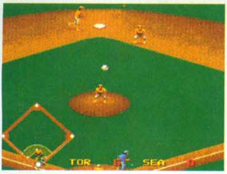
S.I. Football has all the vital options, including a password and a full season of games, 28 teams in NFL cities, 54 offensive plays, multiple defensive sets, two-player exhibition games and constantly updated stats. There's also a replay option so you can watch the last play over, and chances are you'll want to, because you're bound to make some spectacular plays worthy of the cover of Sports Illustrated. Although S.I. Football doesn't have the depth of Madden NFK '94, it's still a solid game.

# GET A HIT

Calabasas, CA—So what do you do with your football game after the Super Bowl? In most cases, you probably put it away until the next fall. Not so with S.I. Championship Football & Baseball. If you've had enough of the pigskin season, it's time to turn to America's favorite pastime—baseball. S.I. Baseball includes all Major League cities but no license, so actual team names and logos can't be used. Also, like the football game, no real player names are used. Once again, the strength of this game is easy play control that anyone can pick up in minutes. Your pitches are determined by pressing a power meter for the speed you want, then guiding the path of the ball. The resulting control over pitches is pretty good, although not strictly realistic. The faster the pitch, the less control you have. Left-handed pitchers will have problems with southpaw hitters, as well.



Batting, as in all good baseball simulations, is a matter of watching the ball and timing your swing. Fielding is made simple by an inset view of the field and a big bright dot that indicates the location of the nearest defensive character and a shadow on the field marks the place where the ball will land. The defensive characters move fast and throw the ball with enough zip to make spectacular plays.



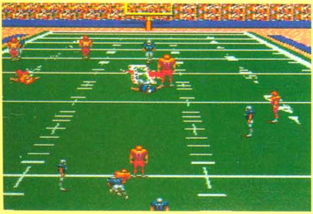
> “. . . the strength of this game is easy play control . . .”

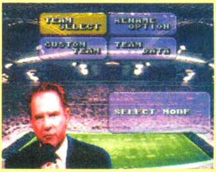
Features included in S.I. Baseball are exhibition play for two players, season play with a password (although the season is limited to 19 games), and you can set each game for three, six or nine innings of play. With good animation and play control, this football/baseball duo Pak is hard to beat. In comparison to Relief Pitcher, the fielding play is far better.

# MONDAY NIGHT ANY NIGHT

### By Data East

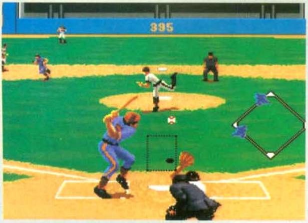
San Jose, CA—Like Tecmo Super Bowl for the Super NES, this game was programmed in Japan, and the American staff of Data East didn't even see it until it was all but finished. That's not a good sign, football fans. The action is slow and equally frustrating is the poor AI. There doesn't seem to be any logic behind blocking or defensive player movements. The blocking schemes in the play book don't seem to match up to the actual play on the field. The strangest part of Monday Night Football is the Power Play option. Instead of controlling your players on the field, you can choose a Power Pass or Run. In this side-view mode, you'll see your player and a defensive player sprinting along as if in a race. Finger speed determines how far you can go. The idea of being able to outrun an opponent isn't a bad notion, but in this instance, it is removed from the action on the field. In the passing option, you control the power of the receiver after the catch.





When it comes to ABC Monday Night Football, you may want to tune this one out.

# RELIEF IS IN SIGHT



### By Left Field

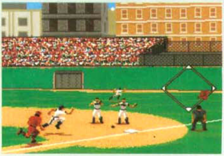
Westport, CT—The popular arcade game, Relief Pitcher, has made its way to the Super NES with much of its strength intact. Relief Pitcher features the ability to custom program your pitcher. You can outfit Left or Right-handed pitchers and give them one of four special pitches including screwballs and sinkers. You also decide if they hurl the ball overhand or sidearm. Once you've made your selections, you're ready to play ball. Of course, if you choose the Relief Pitcher mode over the Starting Pitcher mode, you'll come into the game with the pressure already on. That's a big part of the appeal of this game. Like most arcade games, it's fast and it's unforgiving.

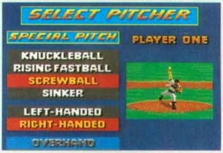
The view on the field is low from behind home plate. You're actually looking over the shoulder of the Umpire. Making the pitch involves setting the grip and power as an indicator zips around a circular meter. Timing is critical. Pitching on most games, including SI Baseball reviewed this month, is much simpler, but these pitches are more exciting. The graphics and animation of the ball players are very good.

**"Like most arcade games, it's fast and it's unforgiving."**

Fielding is another matter. The view doesn't shift from the batting view, although it zooms out toward the area where the play must be made. The perspective is awkward and, unless the computer intelligence manages to get your player into position to snag the ball, you could be looking at some very long innings. When you're up to bat, the view is just about ideal, but since this is a battle of pitchers, you'll have to face a lot of heat. An indicator on the screen lets you see where the pitch is within the strike zone—a nice touch—plus it tells you if you're swinging late.

This is a game for players who like pitching and hitting. If the strategy of base-running and making spectacular defensive plays is what you most like about baseball, wait for Ken Griffey Jr. Presents Major League Baseball, which Sports Scene will review in an upcoming issue. But if pitching is your thing, give Relief Pitcher a try.




SELECT PITCHER
SPECIAL PITCH
PLAYER ONE
KNUCKLEBALL
RISING FASTBALL
SCREWBALL
SINKER
LEFT-HANDED
RIGHT-HANDED
OVERHAND

# SPORTS FORECAST

Redmond, WA—As seen from the Sports Desk at Nintendo Power, 1994 is getting off to a super year. Besides some of the titles covered this month, several blockbusters are just around the corner. Ken Griffey Jr. Presents Major League Baseball—perhaps the best video baseball game ever—will take the field in early April. Acclaim's NBA Jam should hit town even sooner, and with the Super NES version you'll be slamming and jamming like 20 million bucks. Further down the road, look for a new Nigel Mansell Indy Car game from the same developers who introduced the British ace to American video racers. Virgin Games has begun development of a Super FX racing game, too. Super Bases Loaded II is also on the way. Even bigger things are in the works at EA where new sports games are being designed specifically for the more advanced technology of the Super NES rather than adapting games from older systems.

MANNING
PASS
HARPER
PASS
KEMP
PASS
SCHREMPF
PASS
NBA
JAM

NBA Jam will deliver the best action in town.

PITCHER
HEAT
BULLPEN
COLLEGE
MONSTER
HARDOR
PARTY
CHAMBERS
WOODY
CLAYEN
PETERSON
MALONE
PITCHES: 0
POS: P
STATS
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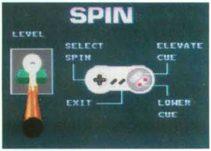
RATINGS
POS
SPD
CON
FAT
SP
9
10
10
EXIT

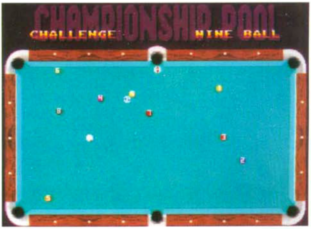
Ken Griffey Jr. Baseball will be the hit of the season.

# THE POOL CHAMP

### By Mindscape

Novato, CA—The full name of the game is The Billiard Congress of America Presents Championship Pool—possibly the longest name in Super NES history. The endorsement of the Congress shows how realistic this game is. You can chalk up your cue for 12 different pool games under the official BCA rules—the same rules used in sanctioned amateur tournaments. The games included are Three Ball, Eight Ball, Nine Ball, Ten Ball, Rotation, Fifteen Ball, 14.1 Continuous, Equal Offense, Cut Throat, Basic Pocket Billiards, Speed Pool and even a freestyle option that lets you make up your own game.





The realism of the graphics is also impressive. Players can shift the view from directly over the table to a low, side-angle view that mimics bending over a pool table. The balls roll naturally and carom off the cushions just as you would expect. Lining up shots in the overhead view is easy, but playing in the low-to-the-table view, although more realistic, doesn't work nearly as well.

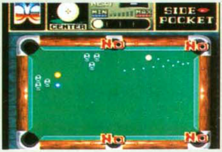
Pool sharks have plenty of help for setting up their shots. The Ghost Ball shows the path of the cue across the table, making the lining up of difficult shots much easier. You also control the English and power for each shot. On the down side, actually controlling the commands for setting up each shot can be awkward.

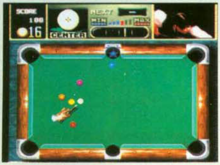
The multi-player option is a major plus. Up to eight players can compete. There is also a tournament option and a practice session. In comparison to Side Pocket, Championship Pool wins out in most categories except ease of control, but a little practice can erase that advantage.

# PUT IT IN THE POCKET

### By Data East

San Jose, CA—Side Pocket from Data East takes would-be pool sharks on a journey across America as they hustle pool or prove their skills sinking trick shots. The regular game consists of a cross-country tour of five cities in which you'll challenge the local champ. There's also a two-player game, two-player Nine Ball and the Trick Game, in which Side Pocket sets up some unbelievably difficult shots for you to sink.

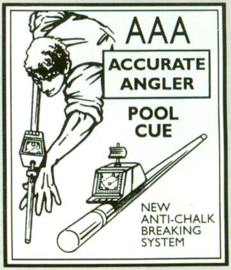




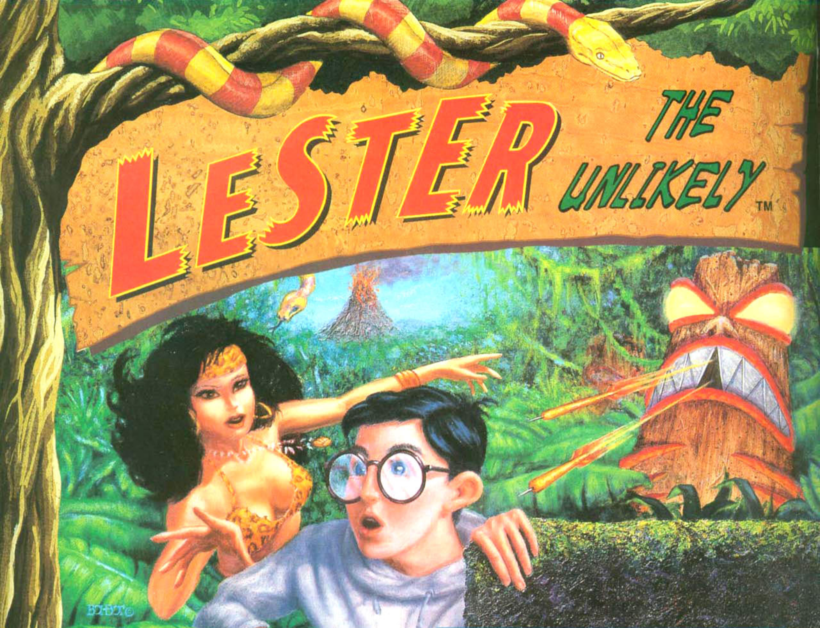
The most impressive part of Side Pocket is the control. The play control is easy and it gives you excellent control over the ball. You can jump the ball, put a ton of backspin on it, tap it gently or blast it. The Left and Right Buttons let you make hair-fine adjustments to your aim. The overhead view covers the entire table and a shot path indicator helps you aim your shot.

**"The most impressive part . . . is the control."**

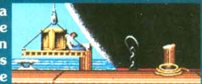
Don't expect the fancy angles and options of Championship Pool. Side Pocket has limited variety, but it is challenging. The Trick Game presents the most challenge. You'll have to shoot over fine crystal glasses, around bumper obstacles on the table and use every trick in your repertoire to sink these shots.



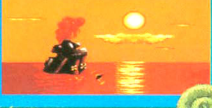
# LESTER THE UNLIKELY™



## THE ADVENTURE BEGINS

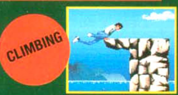


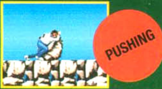
Meet Lester. He's a typical nerd. He stoops over when he walks, flails wildly when he runs, can't throw a rock, and wears horn-rimmed glasses. All-in-all, Lester is the last person you would expect to be a hero, let alone the main character of a video game. One day, while reading his favorite comic book, Lester wanders on-to a dock. He decides to sit in a shady spot and soon dozes off. Little does Lester realize, he has fallen asleep next to a cargo crate, and soon he is picked up and taken out to sea. Bad luck turns to worse, and Lester's ride is attacked by pirates. The ship is sunk and Lester swims to shore on an uncharted desert island. The story begins when our hero (?) awakens on the beach with a soggy comic book and no way home.

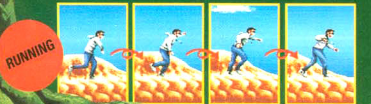


## Animated Action

Visual Concepts and DTMC have teamed together to bring you an action adventure unlike any other. They have taken the smooth animation of games like Prince of Persia and Flashback and used it to place a normal guy in outrageous situations. Outstanding graphics make this game a must play!







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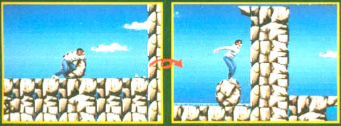
## LEVEL 1

**ITEMS: Canteen**

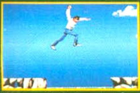
Lester awakens on the beach and begins to explore his surroundings. Giant crabs and sea turtles infest the beach, ready to snap at any unwary traveler.



If you can't reach a ledge, push a rock over and use it for an extra boost up.

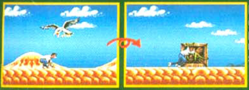
## LEVEL 2

**ITEMS: Canteen**

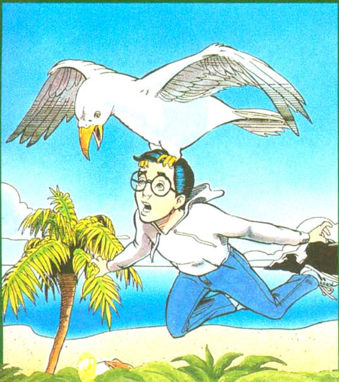


Begin running before you jump to avoid falling on the sharp rocks.

Further down the shore, sandy beaches give way to rocky crags. Landing on the sharp rocks can prove painful, so get a running start before jumping over them. Watch out for the giant seagulls at the end of the stage.



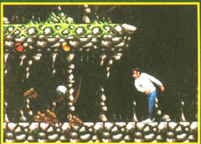
If you can't find the end of this stage, try pushing the crate. You may stumble onto a solution.



## LEVEL 3

**ITEMS: 2 Canteens, Rocks**

Lester has fallen into the dark caverns below the beach. Work your way to the bottom right corner to find the exit. Watch out for the flocks of bats that chase you through the area.

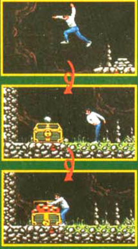


Use the rocks that you find to scare away the bats. If you miss, the bats will chase you.

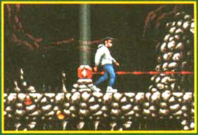
## LEVEL 4

**ITEMS: 2 Canteens, Ruby, Rocks**

The exit to the caverns is blocked by a locked door. Find the treasure chest in the top left corner of the stage, and open it with a rock. Use the Ruby that you find inside to open the locked door.



When you find the treasure chest, use a Rock to open it and find the Ruby.

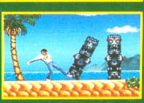


Place the Ruby on the pedestal under the sunbeam. It will deflect the beam and clear your path.

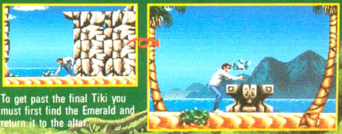
## LEVEL 5

**ITEMS: Emerald Crystal**

After exiting the caverns, Lester returns to the beach. Here are the first clues that other people may be on the island. Giant Tiki statues are spread over the area, and not all of them are decoration!



There is only one way past these statues: kick them over!

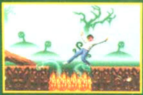


To get past the final Tiki you must first find the Emerald and return it to the altar.

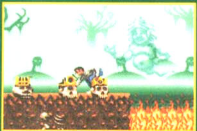
## LEVEL 6

**ITEMS: 3 Skulls**

Lester must make it past the haunted burial ground in order to find the chief of the island. If the sink holes don't get him, the ghosts will!



Don't get too close to the flames before you jump or ghostly hands will reach out and pull you in.

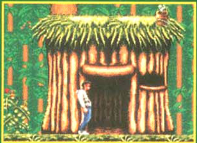


When it comes time to solve the ghost king's puzzle, grab the left and center skulls and throw them into the fire.

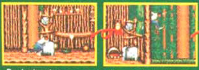
## LEVEL 7

**ITEMS: 2 Canteens**

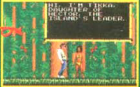
When Lester enters the village, he finds that it isn't a friendly place. Look for smoke coming out of the chimneys. If there isn't any smoke, you can enter the hut. Find Hector's hut and climb out the window.



If you see smoke coming from the chimney, restless natives are waiting inside.



Push the throne over to the window, stand on the throne, then jump out the window.

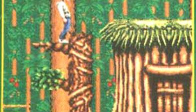


HI, I'M TIKKA, DAUGHTER OF HECTOR, THE ISLAND'S LEADER.

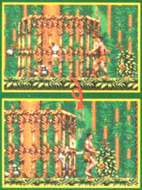
## LEVEL 8

**ITEMS: Key, Rocks**

To escape from the village, Lester must jump from rooftop to rooftop. If he falls, he'll be captured and caged. Escaping from prison is tricky!



When jumping across the huts, keep running or you'll fall through a roof.

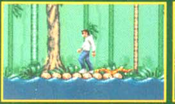


If you're captured, distract the guard with a rock. When he walks past you, grab the key.

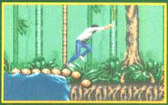
## LEVEL 9

**ITEMS: Canteen**

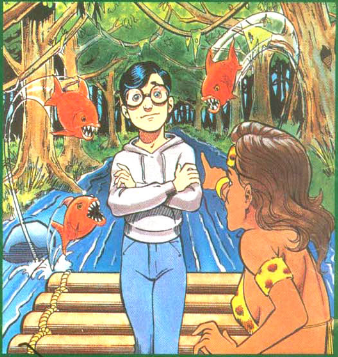
Lester grabs a raft and heads down the river. Poisonous snake and deadly piranha attack from all sides. As soon as things look safe, a waterfall appears!



When a snake falls, walk toward the rear of the raft, turn and kick it.



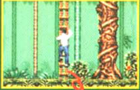
Jump for the swinging vine before the raft plummets over the falls.

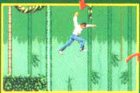


## LEVEL 10

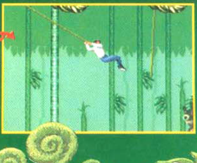
**ITEMS: 2 Canteens**

If you walk all the way to the right in this stage, you will reach a dead end. Instead, climb up the ladder and swing across the vines to reach the top right corner.





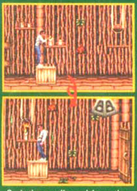
Aim for the bottom of each vine, or you'll miss it and fall down to the jungle floor.



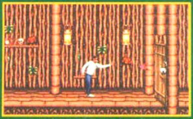
## LEVEL 11

**ITEMS: Candle, Boomerang**

High in the treetops, Lester finds a hut filled with traps. It takes swift feet and a quick wit to make it outside. Grab the boomerang while you're here



Grab the candle and burn the rope to drop the first weight. This opens the locked door.

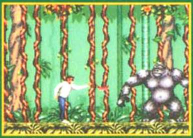


You can break the lock off the second door by throwing the boomerang at it.

## LEVEL 12

**ITEMS: None**

Hector's daughter has been captured by a giant gorilla. In order to save her, you must knock the gorilla unconscious with your boomerang. Watch your head or he'll land on top of you!

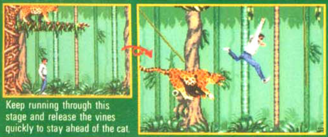


Watch the top of the screen for falling leaves; that's where the gorilla drops.

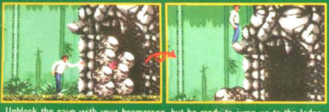
## LEVEL 13

**ITEMS: None**

Lester had better keep moving if he's going to make it through the jungle because a jaguar has decided that he looks tasty. If you reach the cave, beware of traps!



Keep running through this stage and release the vines quickly to stay ahead of the cat.

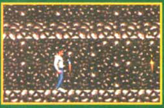


Unblock the cave with your boomerang, but be ready to jump up to the ledge above you. If you don't move quickly, the boulders will run you down!

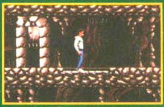
## LEVEL 14

**ITEMS: Torch**

It's dark inside the caves, so grab the Blue Torch to light your way. Open the doors on the bottom floor by hitting all the pressure plates inside the cave.



The Blue Torch is the only one that's safe to grab; all the others are traps.

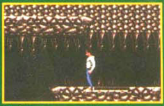


One of the pressure plates will open two doors, so leave all the doors open.

## LEVEL 15

**ITEMS: None**

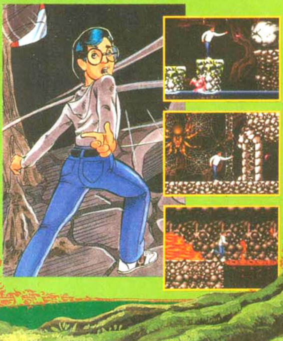
As soon as Lester starts to walk through the cave, the ceiling slowly drops on top of him. Keep running as you work your way down through the cave or you'll get trapped in a corner.



It doesn't matter which way you run, the ceiling is going to start falling.

## WARNING: DANGER AHEAD!

Even after you make it past all the traps and hazards of the cave, you will still need to take on the hordes of pirates. Keep your sword arm ready!



# CHOPLIFTER III

RESCUE ★ SURVIVE ™

## CAN YOU HANDLE THE MISSION?

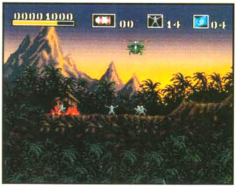
**Alert! Hostages have been taken in hostile areas of the world. Only you, using the most advanced chopper the military has to offer, can rescue them. You've got to get them out!**

© 1993 Extreme

## THE JUNGLE

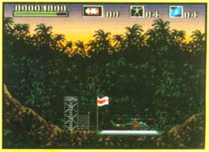
### SECTOR 1

There really aren't any surprises waiting for you in the Jungle. All of the enemy forces are out in the open. You'll have to blast some huts to get at several of the hostages, though.

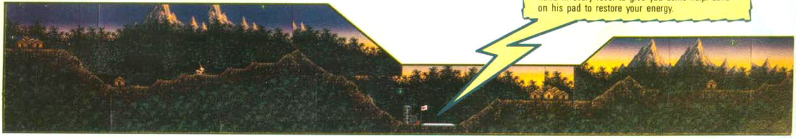


After shooting the hut to release a hostage, land the chopper to pick them all up. They'll come to you.

### GET FIXED

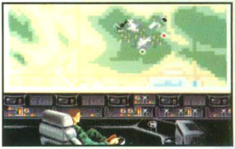


A chopper mechanic from an allied military is on hand in every level to give you some help. Land on his pad to restore your energy.



# RESCUE ★ SURVIVE

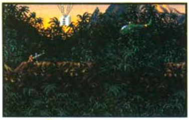
It's not every day that you play a simple game that has the ability to hold your interest for an extended period of time. We're happy to report that Extreme's Choplifter III is both easy to understand and a blast to play! Speaking of blasts, blasting will be the primary directive when you pilot the helicopter in the game. At the beginning of each level, you are given a goal—the minimum number of hostages you must to rescue. You have to go out and pick them up and bring them back to base. Simple. Well, it *would* be, but throngs of enemy forces are out to stop you.



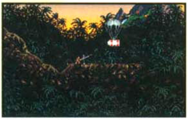
Get the coordinates for your first mission!

## RAINING GUNS' N AMMO

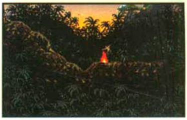
Your chopper is equipped with a machine gun mounted on the nose. It has an unlimited supply of ammo. Special weapons cases are air-dropped in for you.



Shoot the case, but not the chute, to gain access to the special weapon.



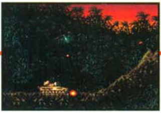
Pick up special weapons when they're hanging from the chute or on the ground.



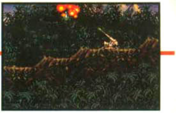
You can use your special weapons to more effectively wipe out ground troops.

## THE RESISTANCE

The forces that have taken the hostages have massive fire power. Tanks, artillery and ground troops will constantly assault you during your rescue missions.



Rotate the chopper to rain down bullets upon tanks like this one.



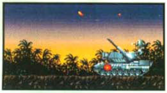
Enemy artillery can be hazardous to your health! Stay out of range.

## PREPARE FOR THE ATTACK!

Levels 3 and 4 in each sector provide the most challenge for you and your chopper. In each Level 3, you'll meet a not-so-mini-boss. Level 4 is the big showdown.

### DEATH TANK

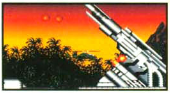
**SECTOR 1: LEVEL 3**



Turn and rain down bullets and other special weapons on this huge tank.

### BIG GUNZ

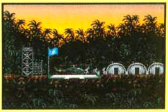
**SECTOR 1: LEVEL 4**



Nail the small guns and then go for the red "button" on the big gun!

### BRING 'EM HOME!

You can earn extra points for bringing in more hostages than required. Rescue at least one hostage less than the number required. Then go back out for as many more as you can get.



These hostages are home free. Great job! Now, go get the rest of them.

# DESERT CAVERNS

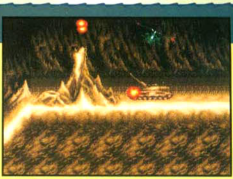
## SECTOR

## 2

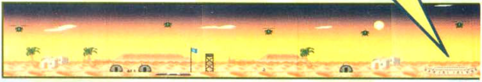
Compared to the Jungle, there is more territory to cover in Sector 2, the Desert Caverns. Not only will you battle and rescue above terra firma, you'll fly your copter down into the bowels of the earth searching for captured troops. You'll need to use your special weapons more here.

## THE UNDERWORLD

Judging by the sheer quantity of reinforcements that the enemy forces have positioned underground, they must be up to something very big. All of the artillery that you have encountered above ground will be found below ground, too. That's not all. Other unexpected hazards include stalactites that break off and crash down on you when you fly the copter under them.



Stalactites and stalagmites join together to form barriers. Blast them as well as what blasts you.



# SEA RESCUE

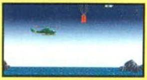
## SECTOR

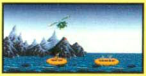
## 3

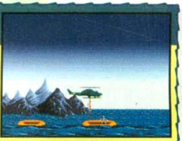
With no land in sight, you and your chopper have to attempt numerous rescues at sea in the four levels of this sector. Precision piloting is critical for your mission to be considered a success. Besides a refueling location on a ship deck, there are almost no "safe" areas at sea.

## LADDER ACTION

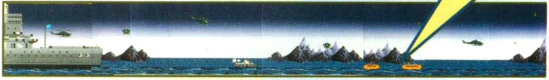
Before rescuing any of the hostages that are trapped on the rafts at sea, you have to obtain a ladder. The needed red device is sure to appear in one of the crates that falls from the sky. Access the ladder like a special weapon.







Don't retract the ladder until the hostage is safely inside the chopper. Otherwise, he'll be lost at sea.



# SKY SCRAPERS

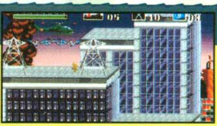
## SECTOR

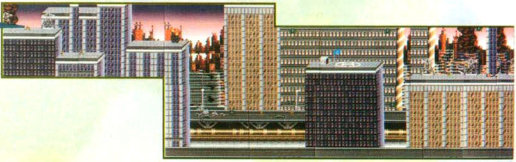
## 4

The goal is the same in this sector as it was in each previous one. It's just much more difficult. There is an interesting use of foreground and background objects in Sector 4. It can get tricky flying between, over and behind the skyscrapers.

## SHOCK THERAPY

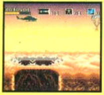
Bolts of electricity run between these two towers. You'll have enough time to get down between them, but wait for the next bolt to subside before exiting.

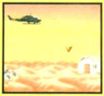




## FAILED CHUTE

This paratrooper sniper should be easy pickings for you. Shoot out his parachute and watch him fall helplessly to the ground. Thud!

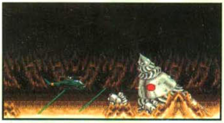




# DOWN UNDER

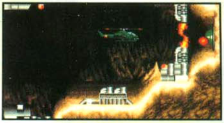
As with all of the bosses in this game, you'll have to do a lot of moving around in order to destroy the two that appear underground. Try to save all your special weapons for them.

### CAVERN DRILLER
### SECTOR 2: LEVEL 3



Shoot the laser turrets before nailing the big hatch on the side. Use missiles when the hatch opens.

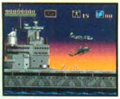
### THE MACHINE
### SECTOR 2: LEVEL 4



Defeating this machine is difficult because of the flames that come at you from above and below.

## DRIVING RAIN

Your chopper is more difficult to control during a heavy wind and rain storm. You can tell which way it's blowing from the raindrops.

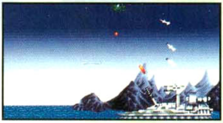


Just what you needed, an enemy fighter jet. Maneuvering is difficult in the driving rain. Try to get behind it.

# SEA SKIRMISHES

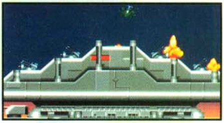
The battles with the machines at sea is more intense than anything you may have previously encountered. Treat the giant gun boat in Level 3 like the giant tank in Sector 1: Level 3.

### GUN BOAT
### SECTOR 3: LEVEL 3



Drop bombs and rain gunfire down on this amphibious fighter. Drop flares to draw the missiles away.

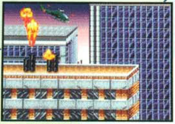
### OIL REFINERY
### SECTOR 3: LEVEL 3

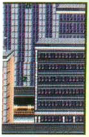


Blast the guns and then nail all of the red "buttons." Vertical and horizontal attacks are necessary.

## FLASH POTS

Fly at full speed when passing these flash pots. The metallic skin on your chopper will get singed if you don't move quickly.

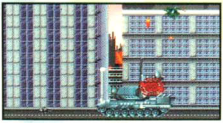




# CONDITION CRITICAL!

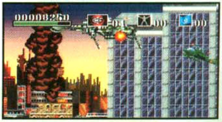
This is it. The whole mission hangs on whether you can make it through the mean streets to rescue the remaining hostages. The ultimate in enemy firepower stands in your way.

### DEATH TANK II
### SECTOR 4: LEVEL 3



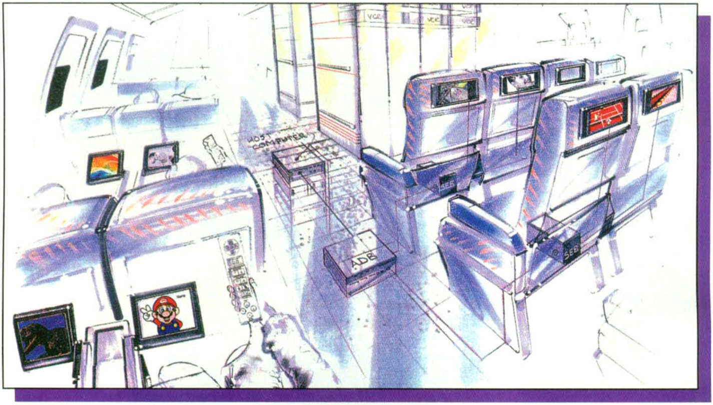
You've seen a tank like this before, but this one is a lot faster and carries heavier artillery.

### ROBO COPTER
### SECTOR 4: LEVEL 4



Nearly twice the size of your chopper, it'll take more than a barrage of bullets to bring it down.

# GATEWAY



Getting there can be just as fun as being there when you travel with the latest Nintendo system – the Nintendo Gateway System. The system offers travelers entertainment, convenience and planning information all in an easy-to-use interface. Currently available on some international Northwest, China Air and Virgin Atlantic flights, the Nintendo Gateway System offers ten video games, movies and a duty-free shopping service. Other services will come on-line soon. Versions of the Gateway can also be found in hotels and, in the near future, on board cruise ships.

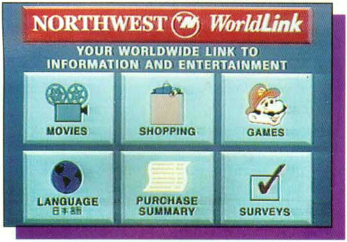
The Gateway combines a version of the 16-bit Super NES with a controller and an interface that lets you choose from video games, movies, audio CD recordings, phone, shopping, and information. The interface aboard the planes comes from Hughes-Avicom International while the information services to be delivered in hotels and aboard cruise ships comes from LodgeNet Entertainment Corp. Each seat on a Gateway plane has an LCD screen and a controller. The Gateway links each passenger to a host computer that downloads games to the Gateway or switches to other entertainment or information sources, like a VCR to play a movie of your choice. The Gateway Controller, which contains all the familiar controls from your Super NES Controller, also acts as the controller for all passenger services such as requesting help from a flight attendant.

Since space is at a premium on planes, all the components that normally fit inside your Super NES Control Deck had to be fit into a three and a half inch square that is one inch thick. To accomplish that miraculous feat, the engineers at NOA had to use many new parts. They also had to work with a different power supply that called for more efficient components. The most obvious difference between the Gateway System and the Super NES is that you can't plug a Game Pak into the Gateway. Instead, game programs are downloaded into a two megabyte RAM (Random Access Memory.) That's enough memory to hold the massive 16 megabit games that are becoming more commonplace. Another consideration was that the Gateway had to be able to interface with the equipment

# GETAWAY

supplied by Hughes-Avicom that provides the non-video game functions. Finally, the Gateway had to be approved by the FAA, so extreme care had to be taken to insure that the system would comply with all safety standards. And what's the cost of all this high-flying technology? Northwest Airlines is shelling out one and a half million dollars for each 747 that is converted, and it intends to convert most of its 42 plane fleet.

In comparison, the Nintendo Gateway System that will be installed in hotels along with information/movie services provided by LodgeNet Entertainment's System 3000 should only cost $50 per room. The difference is that each hotel room will contain only a video display and controller. The game system hardware will be kept in a remote location. The trick is making sure that there are enough of these remote systems available to satisfy the demand. Beta tests are currently underway to determine how many Gateway units would be needed for different types and sizes of hotels.


NORTHWEST WorldLink

YOUR WORLDWIDE LINK TO INFORMATION AND ENTERTAINMENT

So how might your trip go with the Gateway? Let's say you're flying out to Nintendo of America to have lunch at Cafe Mario. You board the plane, settle into your seat and switch on the Gateway. Now you're in control. As the plane soars into the sky, you're crashing the boards in NCAA Basketball or throwing a Dragon Punch in Street Fighter II. Suddenly, Chun Li knocks you cold with a Flying Bird Kick. You're a thousand miles from nowhere and getting beaten badly. Only a quick call to the Game Counselors at Nintendo can save you. Luckily, the Gateway lets you reach out and touch Nintendo for some winning moves. That's cool, but you don't know where to pick up your baggage, either, and the Nintendo rep can't help you with that one. Back to the Gateway. Enter the destination info for Sea-Tac International and you'll be focusing at directions leading you through the airport to the baggage area for your flight.

SELECT
START

As the plane cruises with a strong tailwind, whisking you toward your first Yoshi Burger, you might feel the urge to relax and watch the movie that's about to start. While rocking with Wayne's World IV, you hear a totally excellent song. A few moments later, you're plugged into the CD. Maybe the CD is so hot that you want to buy it! No problem, just switch back to the Gateway's shopping service and have a copy sent directly to your home. Of course, you have to pay for the CD, so the system isn't perfect. What is?

The Nintendo Gateway System should keep 20 million travelers playing on the road every year. But the future may hold an even bigger role for the Gateway. Although nobody yet knows what form the national information highway will take, ultimately, the Gateway system is designed for easy integration with any environment or host, and by the time the super highway is in place, Nintendo will have engineered several generations of Gateways. So what does that add up to? Someday, you may enjoy all the comforts of travel while staying at home.

### GAMES TO BE OFFERED INITIALLY ON THE NINTENDO GATEWAY SYSTEM:

Super Mario All-Stars
The Legend of Zelda: A Link To The Past
Street Fighter II
NCAA Basketball
Super Tennis
Super Play Action Football
Super Soccer
T&E True Golf Classics: Pebble Beach
Super Mario World
F-Zero

# CLASSIFIED INFORMATION

NINTENDO TOP SECRET POWER

## ALIEN³

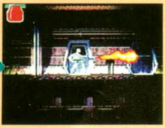
### From Agent #223

### Invincibility Plus

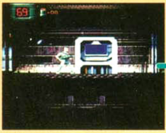
Working through all five stages of Alien³ can be difficult and frustrating. All of the stages require that you complete several difficult missions, each swarming with aliens. Even with the password feature, many players may never finish this game. Our agents have discovered a code that can give players an edge over the Mother Alien and help them finish the game. To enter the code, begin playing the game, then press A, B, Yand X on Controller II. On Controller I press the A Button and a number should appear in the top left corner of the screen. If you re-enter the code on Controller II, you can increase the number by pressing the B or X Button. Continue doing this until you have the game mode set to the corresponding number below. NOTE: Enemies can still hit you when the game is set for No Damage, but your power meter will not decrease.

**1 - Invincibility**
**2 - No Damage**
**3 - Invincibility**
**4 - Unlimited Weapons**
**5 - Unlimited Weapons & Invincibility**
**6 - Unlimited Weapons & No Damage**

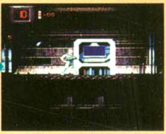
Finishing this game can prove frustrating for even the best players



While you are playing the game, press A, B, Y, and X on Controller II



On Controller I, press the A Button to make a number appear in the corner of the screen.



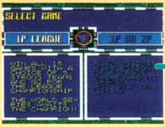
Re-enter the code and advance the number to the mode you want to play.

## Super Baseball 2020

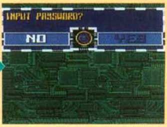
### From Agent #576

### Watch Mode

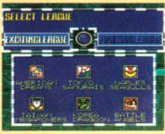
With this code you can set the game up so that the computer will control both teams, allowing you to watch the game. When you start the game, select a 1-Player game then hold the Select Button and press Start. When the screen changes, enter a password if you have one, or continue to the Team Select Screen. After you select the League you want to watch, the computer will choose two teams and begin playing.



Highlight the 1-Player option, hold the Select Button then press Start.



You can enter a password or start from the beginning of the season.



Select either of the two leagues, then press the B Button.

The computer will select teams, then begin playing with both of the teams.

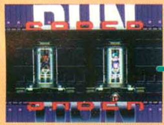
# RUN SABER

## ■ FROM AGENT #059

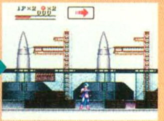
### Change Colors Code

This simple code discovered by Agent #059 will allow you to customize the appearance of your character in Run Saber. At anytime while you're playing, pause the game, then press the Select Button. Each time you press Select, the color of your character will change. There are eight colors to choose from, so pick the one you like and start playing!

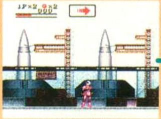
**Pause the game and press select.**



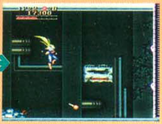
Normally you can only change your character before you begin playing.



While you are playing, pause the game and press the Select Button.



Each time you press Select, the color of your character will change.



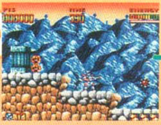
Choose the color you like, then continue playing as usual.

# SUPER TURRICAN

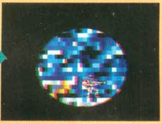
## ■ FROM AGENT #922

### Stage Skip

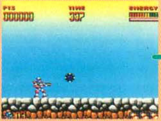
With a little work and the help of this code, you can start the game on any stage of the game. While you are playing a new game, press the Start Button to pause the game. On Controller I, press Right, Left, Down, Right, A and Start. The stage will end, and you will skip up to the next area. You can repeat to code as often as you want until you reach the end of the game.



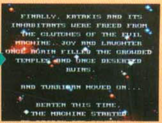
While you are playing the game, pause the game by pressing the Start Button.



On Controller I, press Right, Left, Down, Right, A then Start.



You will immediately skip to the next section of the stage you're playing.



FINALLY, KATAKIS AND ITS INHABITANTS WERE FREED FROM THE CLUTCHES OF THE EVIL MACHINE.. JOY AND LAUGHTER ONCE AGAIN FILLED THE CROWDED TEMPLES AND ONCE DESERTED RUINS.

AND TURRICAN MOVED ON...

BEATEN THIS TIME, THE MACHINE STARTED

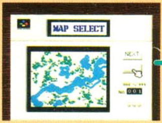
Repeat the code as often as you need to start on any stage you want.

# SimCity

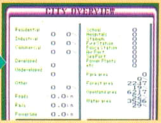
## ■ FROM AGENT #821

### Extra Landforms

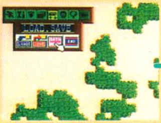
This trick will let you change the shape of any landform before you start playing. Start a new city and select any landform, but don't build anything. Wait ten seconds, then go to the Total Screen. Exit the Total Screen and select the Save/Load Menu, then select "No." Return to the Main Menu, select "Start New City" and the landform will change.



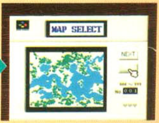
Start a new city and select any landform. When you begin playing don't build anything.



Wait about ten seconds, then select the Total Screen from the Information Menu.



Exit the Total Screen and select the Save/Load Menu. Choose Go to Menu and select "No."



Start a new city and the landform you selected will have changed.

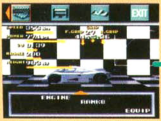
# CLASSIFIED INFORMATION

## F1ROC II RACE OF CHAMPIONS

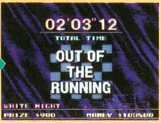
### ■ FROM AGENT #663

### Super Engines

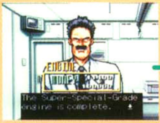
If you find that you just don't have enough speed to win a race, this secret should do the trick. After you have raised the level of your engines all the way to the maximum, your laboratories can create a super engine. Collect $100,000 dollars in some of the easier races, then invest it in the development of an engine. After you finish the next race, your Super Engine will be ready to use. The only problem with the new engine is that it can only be used once.


EXIT
ENGINE
EQUIP

You must first develop your engine all the way to the maximum level.

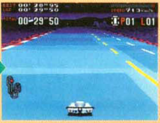

02'03"12
TOTAL TIME
OUT OF THE RUNNING
WHITE NIGHT
PRIZE
MONEY

Raise at least $100,000 dollars in some of the easier races of the circuit.



The Super-Special-Grade engine is complete.

Invest all your money in the development of a new engine, then start a new race.


00"29"50
P01 L01

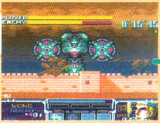
To use the Super Engines, hold both A and B while you're racing.

## METAL COMBAT FALCON'S REVENGE

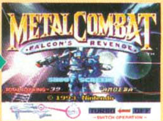
### ■ FROM AGENT #202

### Difficulty Select

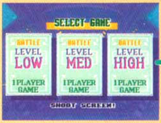
After you have finished the game at least once, you can use the following code to access the Difficulty Select screen. On the Title Screen, press B, A, L and L, all on Controller I. The Title Screen will automatically change colors. When you begin playing, a new screen will appear where you can choose from the Low, Medium, or High modes of play. This code can be found after you finish the game, but you must wait through all of the end credits to get it.


PLAYER
ENEMY

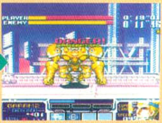
You must play through the entire game at least once before you can use this code.


METAL COMBAT
FALCON'S REVENGE
SHOOT SCREEN
© 1993 Nintendo
TURBO OFF

On the Title Screen, press B, A, L and L, all on Controller I.


SELECT GAME
BATTLE LEVEL LOW 1PLAYER GAME
BATTLE LEVEL MED 1PLAYER GAME
BATTLE LEVEL HIGH 1PLAYER GAME
SHOOT SCREEN!

You will be able to choose the difficulty level that best fits your skills.


PLAYER
ENEMY
DANGER!

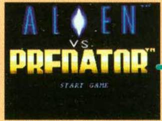
Beware! The High difficulty level can be frustrating for beginning players.

## ALIEN VS. PREDATOR

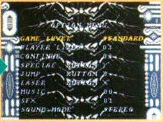
### ■ FROM AGENT #500

### Stage Select

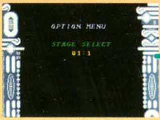
You can explore any of the stages you want if you enter this quick code. When you first turn on the game, press Select, then Start to enter the Configuration Screen. While you are on the Configuration Screen hold the L, R, A and X Buttons on Controller II, and press Start on Controller I. If you enter the code correctly, the screen will change and the Stage Select will appear.


ALIEN VS. PREDATOR
START GAME

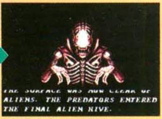
On the Title Screen, press Select then Start to go to the Configuration Screen.


OPTION MENU
GAME LEVEL STANDARD
PLAYER LIVES 03
CONTINUE 03
SPECIAL BUTTON Y
JUMP BUTTON B
LASER BUTTON X
MUSIC 00
SFX 01
SOUND MODE STEREO

On Controller II hold L, R, A, X, then press Start on Controller I.


OPTION MENU
STAGE SELECT 01-1

If you enter the code correctly, the Stage Select should appear.


THE SURFACE WAS NOW CLEAR OF ALIENS. THE PREDATORS ENTERED THE FINAL ALIEN HIVE.

Choose the stage you want, then press Start to begin playing.

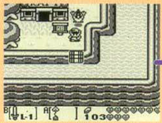
# CLASSIFIED INFORMATION

## THE LEGEND OF ZELDA LINK'S AWAKENING

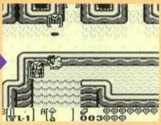
### From Agent #888

### Chicken Feed

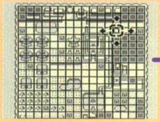
After you have located the Flying Rooster, you can use it to collect all of the items in the Rafting Area. Go to the Raft Shop, rent the Raft, and take it down stream to the second waterfall. Drop down the left side of the falls, then switch to the Map Screen just as you leave the screen. If you time it right, when you return to the game your raft will fall two screens and onto an island. If you have the flippers you can walk into the water and swim around. If you want to pick up any of the items that are floating above the water, equip the Power Bracelet and pick up the Rooster to fly over to them. If you move at least two screens away, all the items will return to the first screen again. You can repeatedly pick up items until everything is full!



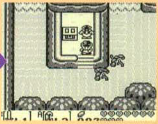
After awakening the Flying Rooster go to the Raft Shop and rent a Raft.



Ride the Raft over to the second waterfall, and drop down the right side.



As soon as you disappear from the screen, press Select to go to the Map.



When you land on the island, you can jump into the water and swim wherever you want!

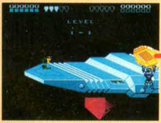
## BATTLETOADS DOUBLE DRAGON

### Agent #329

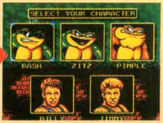
### Bonus Fighters

Normally when you begin playing the NES version of Battletoads & Double Dragon: The Ultimate Team, you only have three fighters in reserve. With this code, you can get an extra boost of help and start the game with five fighters. On the Player Select Screen, hold Up, A and B, then press Start. If you enter the code correctly, all five hearts will be full when you begin. You will need to re-enter the code on the Continue Screen in order to receive the extra fighters when you continue the game.

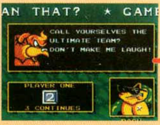
**On Controller I, hold Up, A and B, then press Start**



Normally you will begin the game with only three fighters in reserve.



On the Player Select Screen, hold Up, A and B, then press Start.

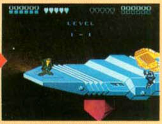


AN THAT? ★ GAME

CALL YOURSELVES THE ULTIMATE TEAM? DON'T MAKE ME LAUGH!

PLAYER ONE
2
3 CONTINUES

You will start the game with an additional two fighters in reserve.



If you continue the game, be sure to enter the code again.

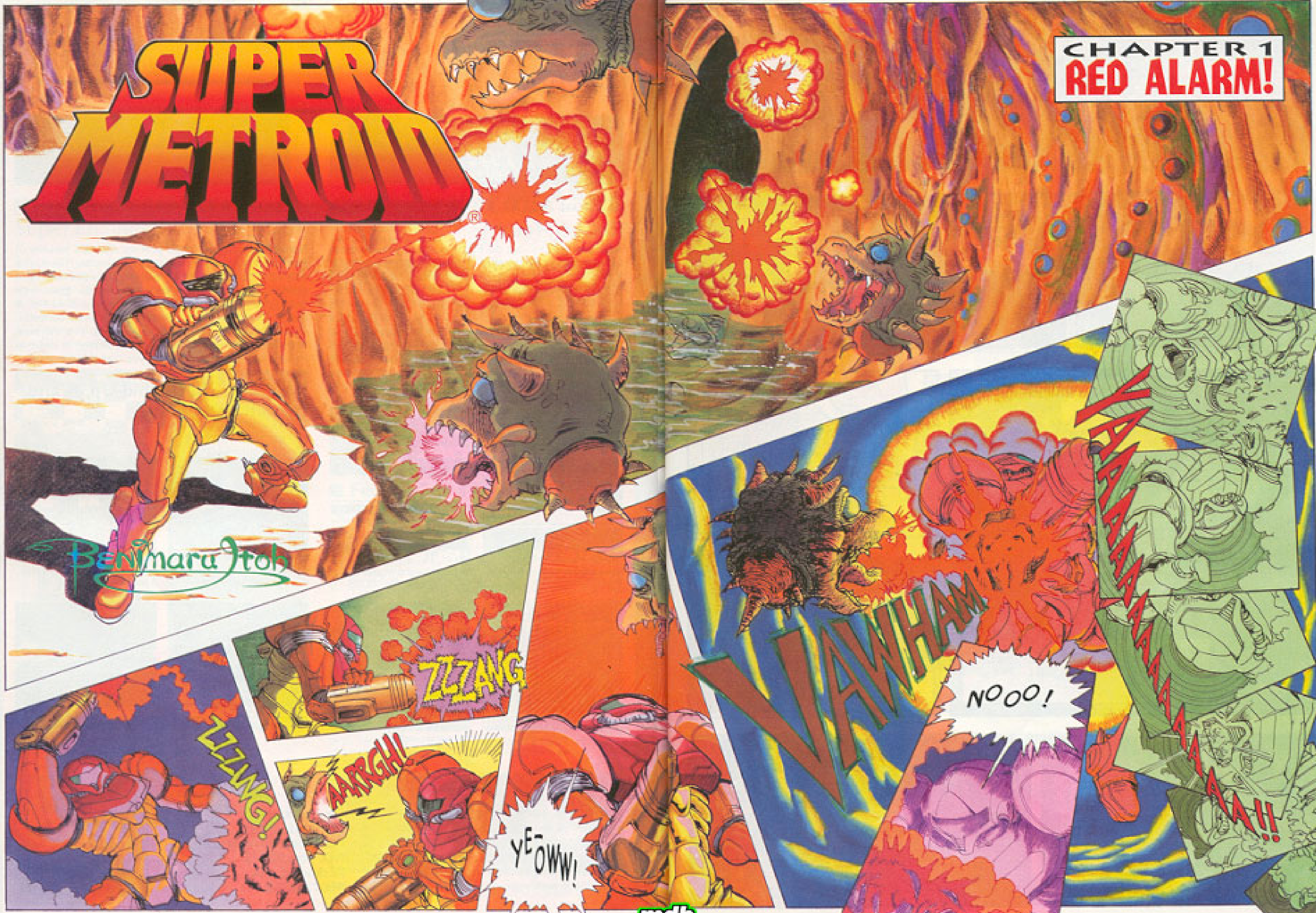
## SECRET AGENTS WANTED

A popular activity among Nintendo game players is developing tips and strategies. If you would like to share your own special tips with us, send them in! Choose your own three-digit agent number and be sure to include it with your codes.

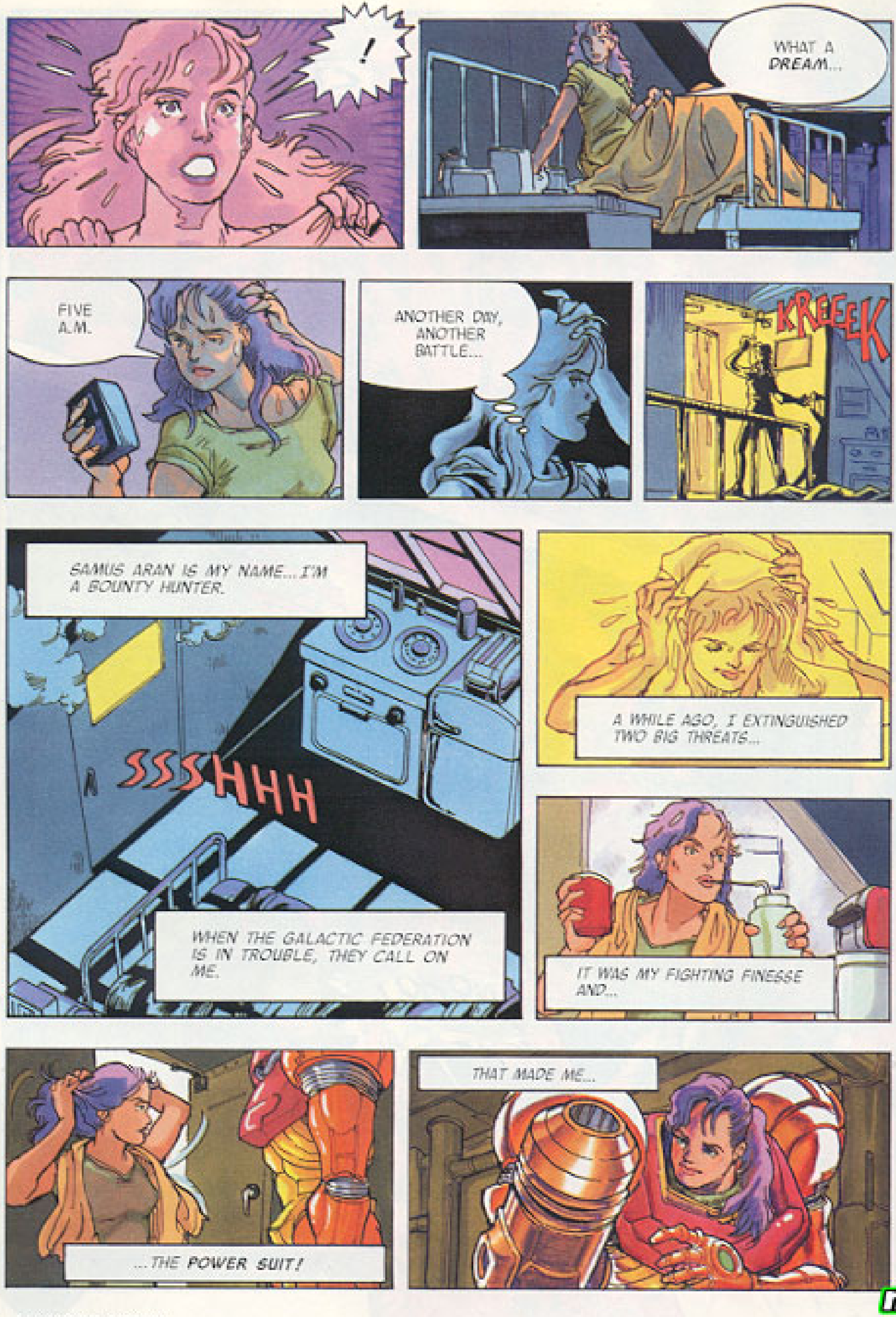
Our Address is:
**Nintendo Power**
**Classified Information**
**P.O. Box 97033**
**Redmond, WA**
**98073-9733**

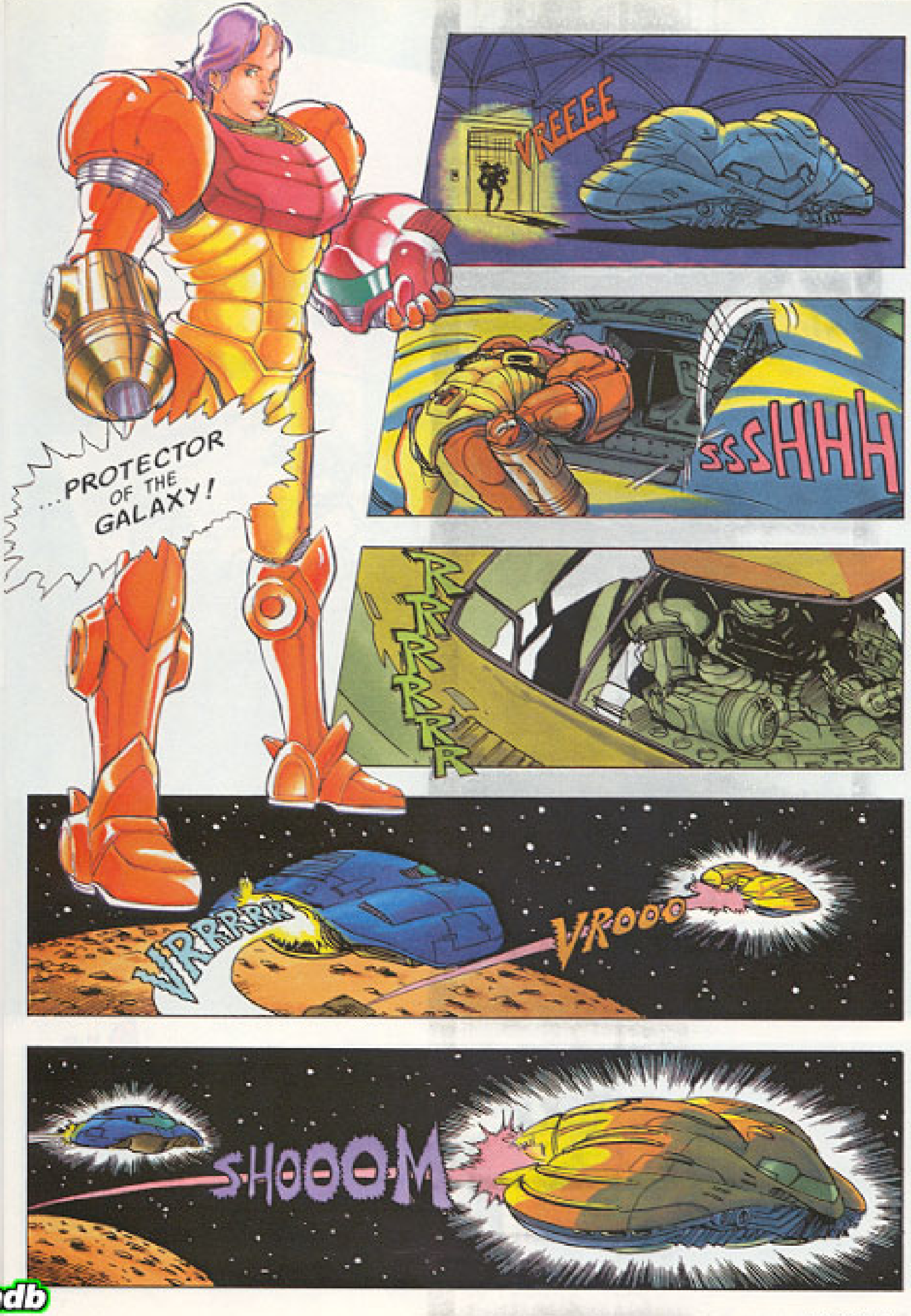
# SUPER METROID

## CHAPTER 1
## RED ALARM!

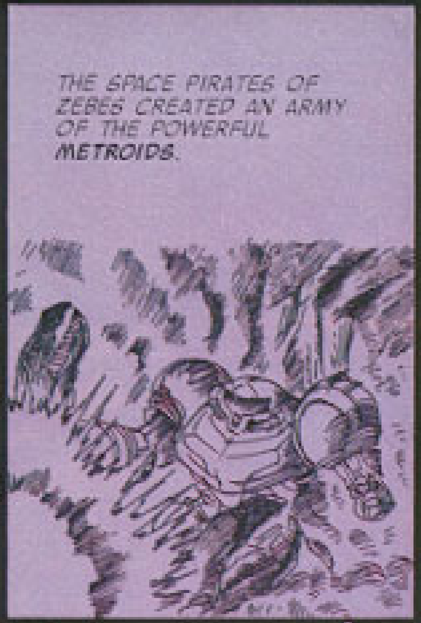

Benimaru Itoh
ZZZANG
ZZZANG!
AARRGH!
YE-OWW!
VAWHAM
NOOO!
YAAAAAAAAAAAAAA!!

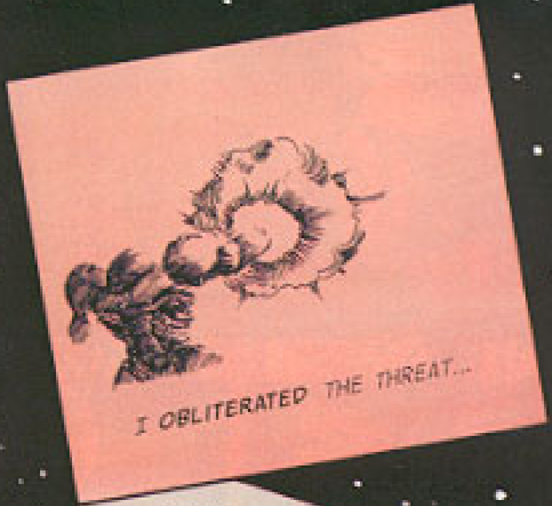
mdb

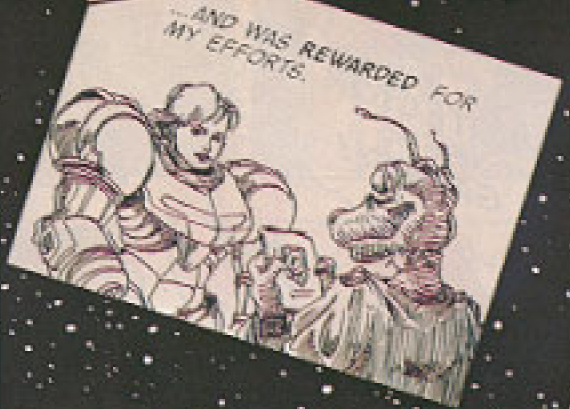

!
WHAT A DREAM...
FIVE A.M.
ANOTHER DAY, ANOTHER BATTLE...
KREEEK
SAMUS ARAN IS MY NAME... I'M A BOUNTY HUNTER.
SSSHHH
WHEN THE GALACTIC FEDERATION IS IN TROUBLE, THEY CALL ON ME.
A WHILE AGO, I EXTINGUISHED TWO BIG THREATS...
IT WAS MY FIGHTING FINESSE AND...
...THE POWER SUIT!
THAT MADE ME...

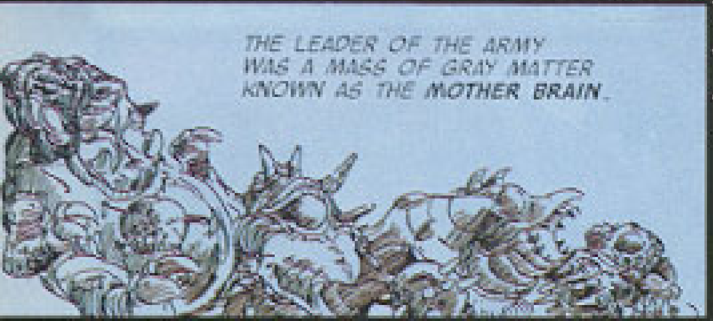

...PROTECTOR OF THE GALAXY!
VREEEE
SSSHHH
RRRRRRR
VRRRRRR
VROOO
SHOOOM

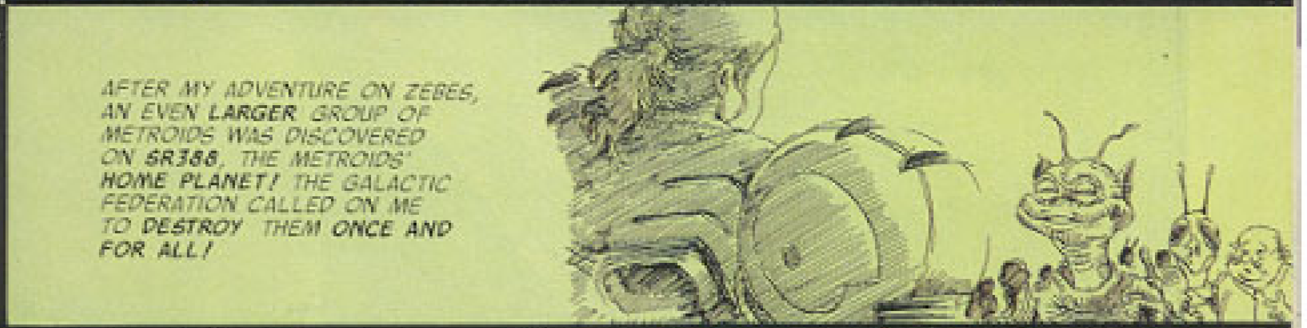
mdb

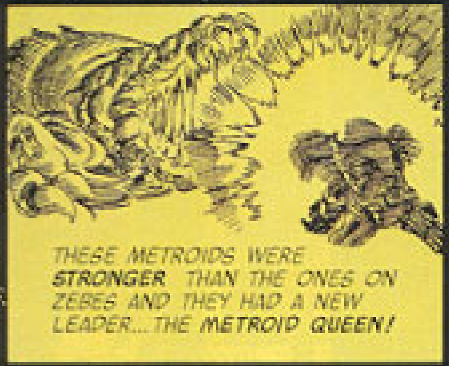

THE SPACE PIRATES OF ZEBES CREATED AN ARMY OF THE POWERFUL **METROIDS**.

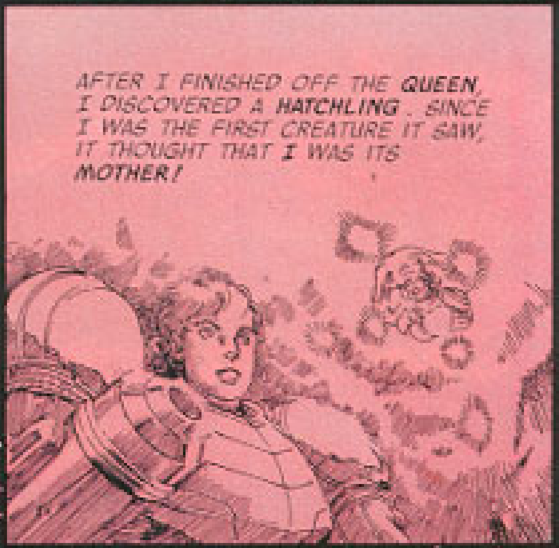

I **OBLITERATED** THE THREAT...

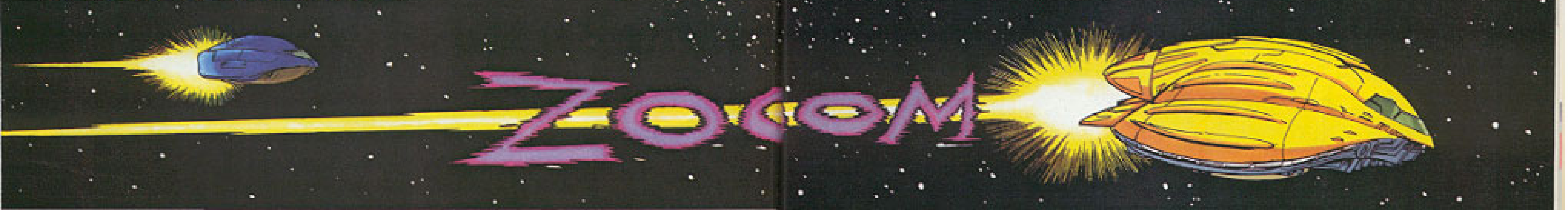

...AND WAS **REWARDED** FOR MY EFFORTS.

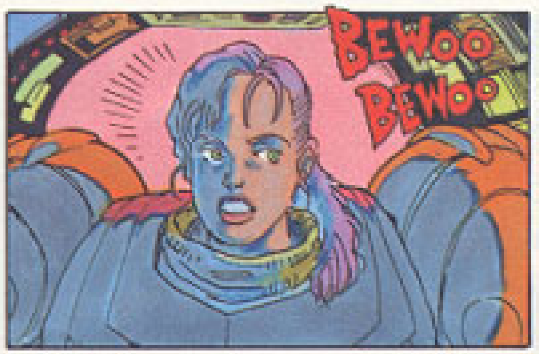

THE LEADER OF THE ARMY WAS A MASS OF GRAY MATTER KNOWN AS THE **MOTHER BRAIN**.

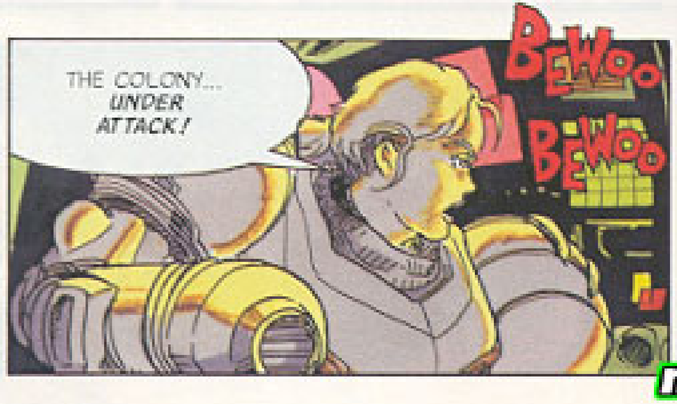

AFTER MY ADVENTURE ON ZEBES, AN EVEN **LARGER** GROUP OF METROIDS WAS DISCOVERED ON **SR388**, THE METROIDS' **HOME PLANET!** THE GALACTIC FEDERATION CALLED ON ME TO **DESTROY** THEM **ONCE AND FOR ALL!**

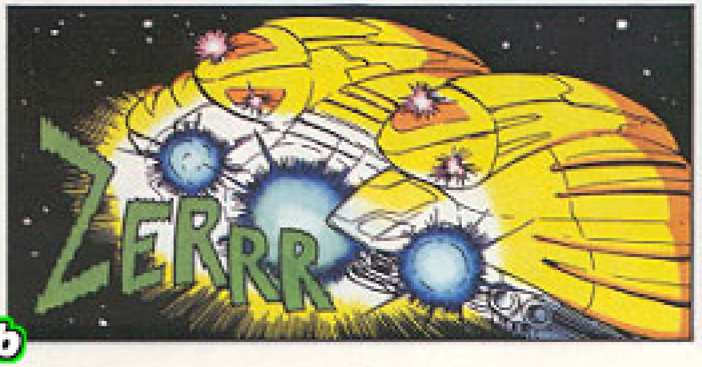

THESE METROIDS WERE **STRONGER** THAN THE ONES ON ZEBES AND THEY HAD A NEW LEADER...THE **METROID QUEEN!**

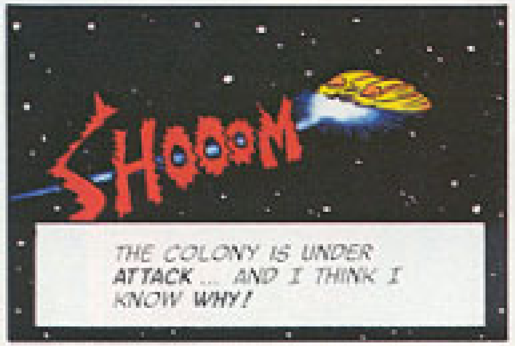

AFTER I FINISHED OFF THE **QUEEN**, I DISCOVERED A **HATCHLING**. SINCE I WAS THE FIRST CREATURE IT SAW, IT THOUGHT THAT **I** WAS ITS **MOTHER!**


ZOOOM

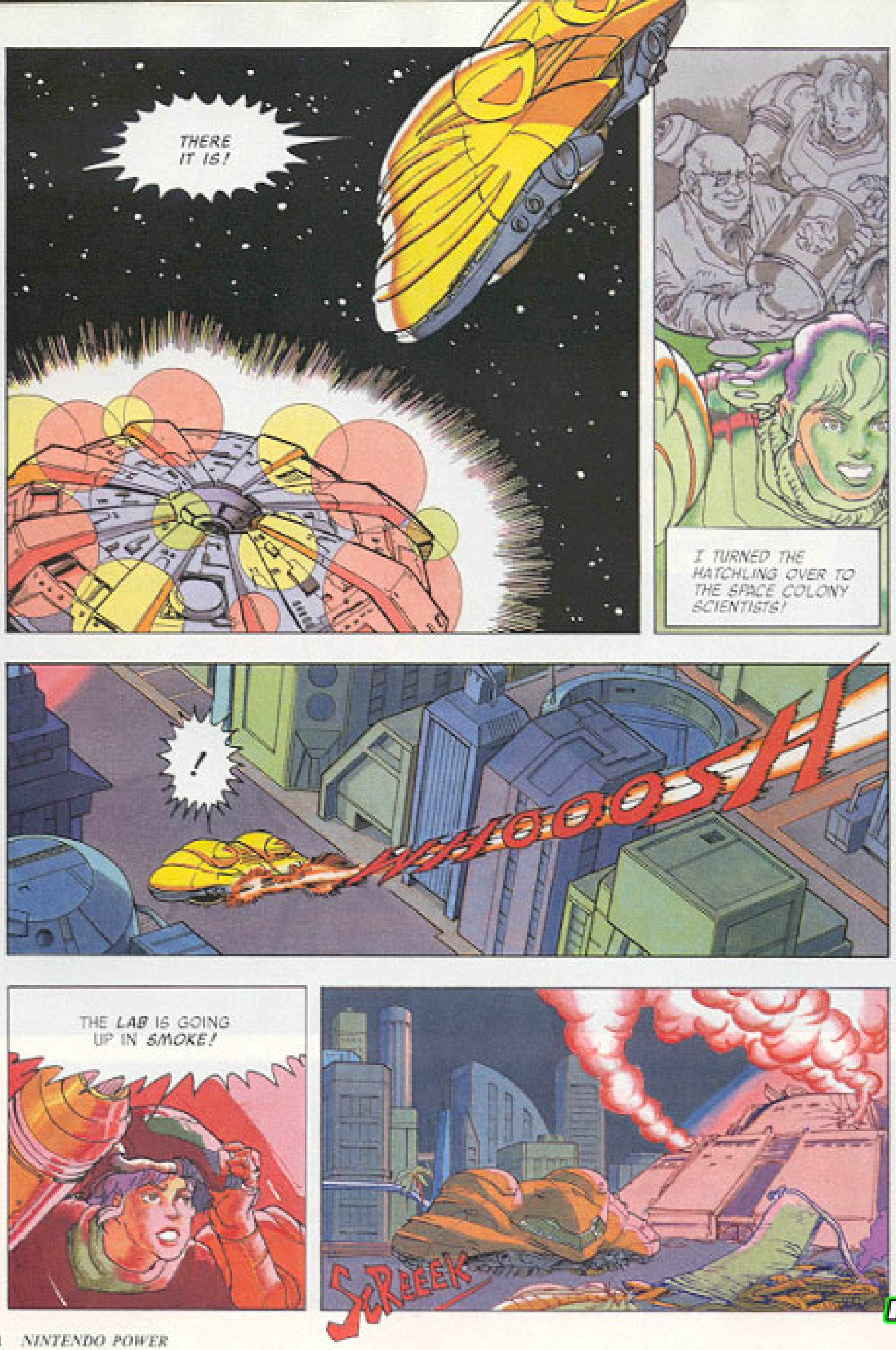

BEWOO
BEWOO

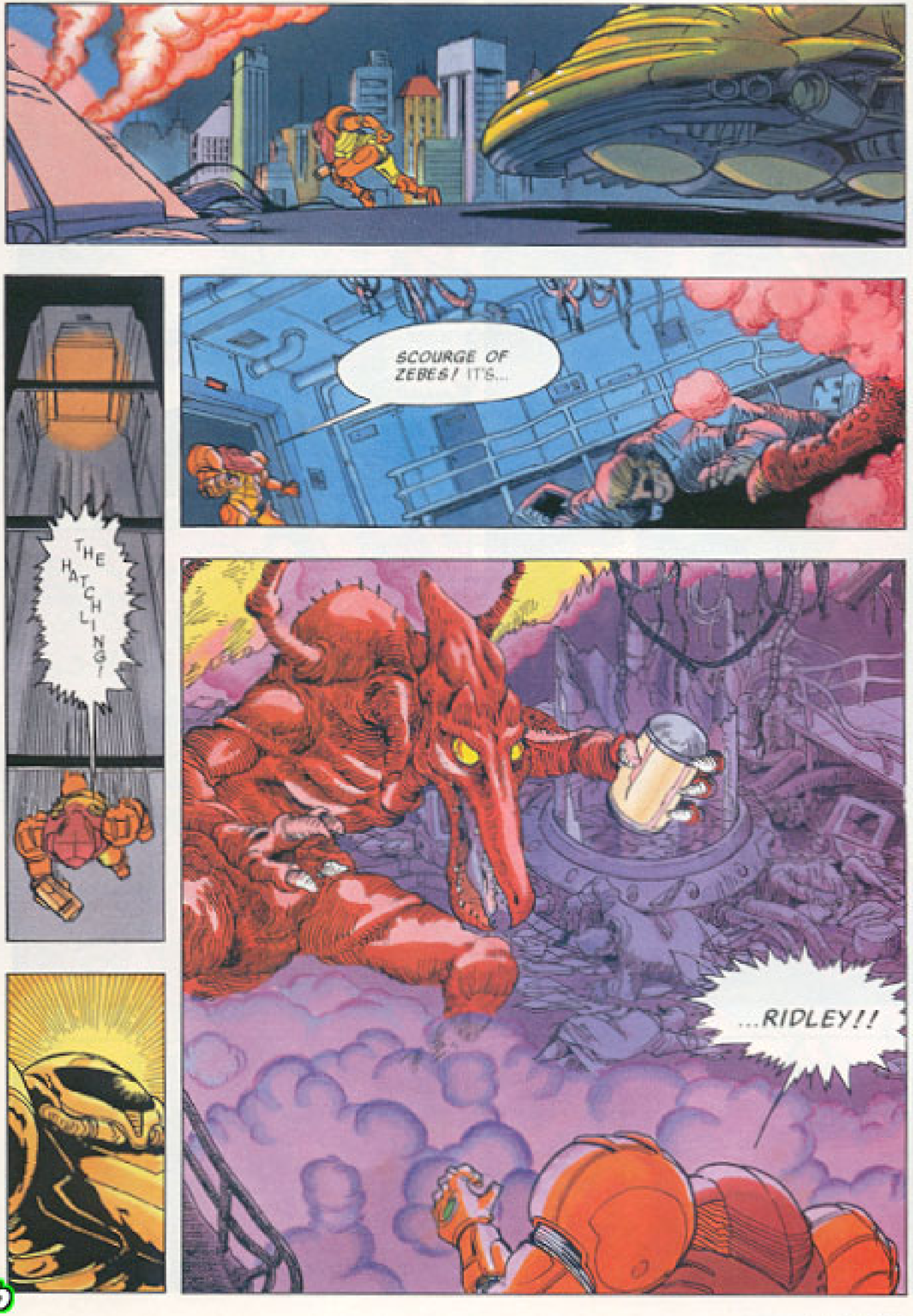

THE COLONY... **UNDER ATTACK!**
BEWOO
BEWOO

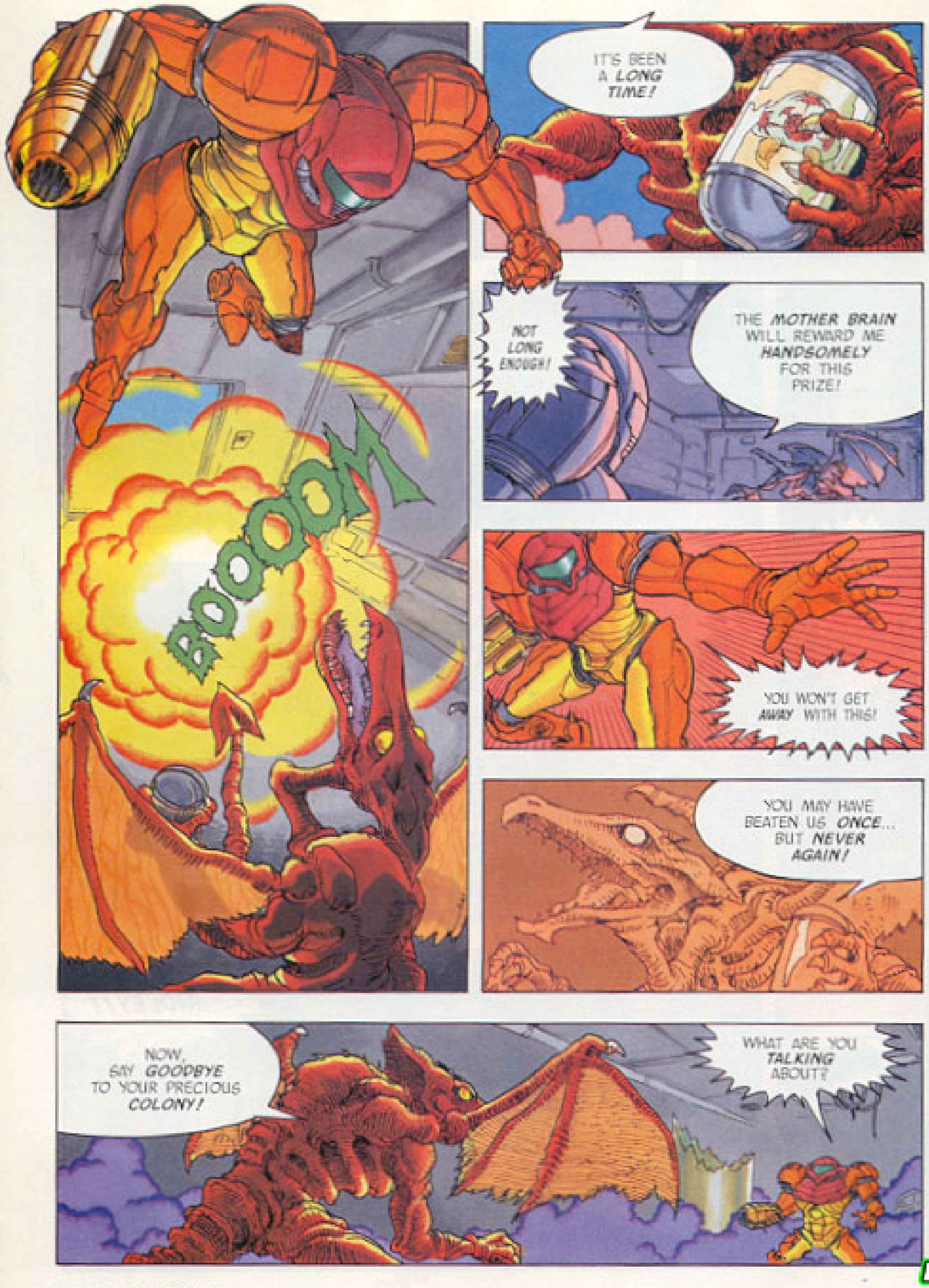

ZERRRR

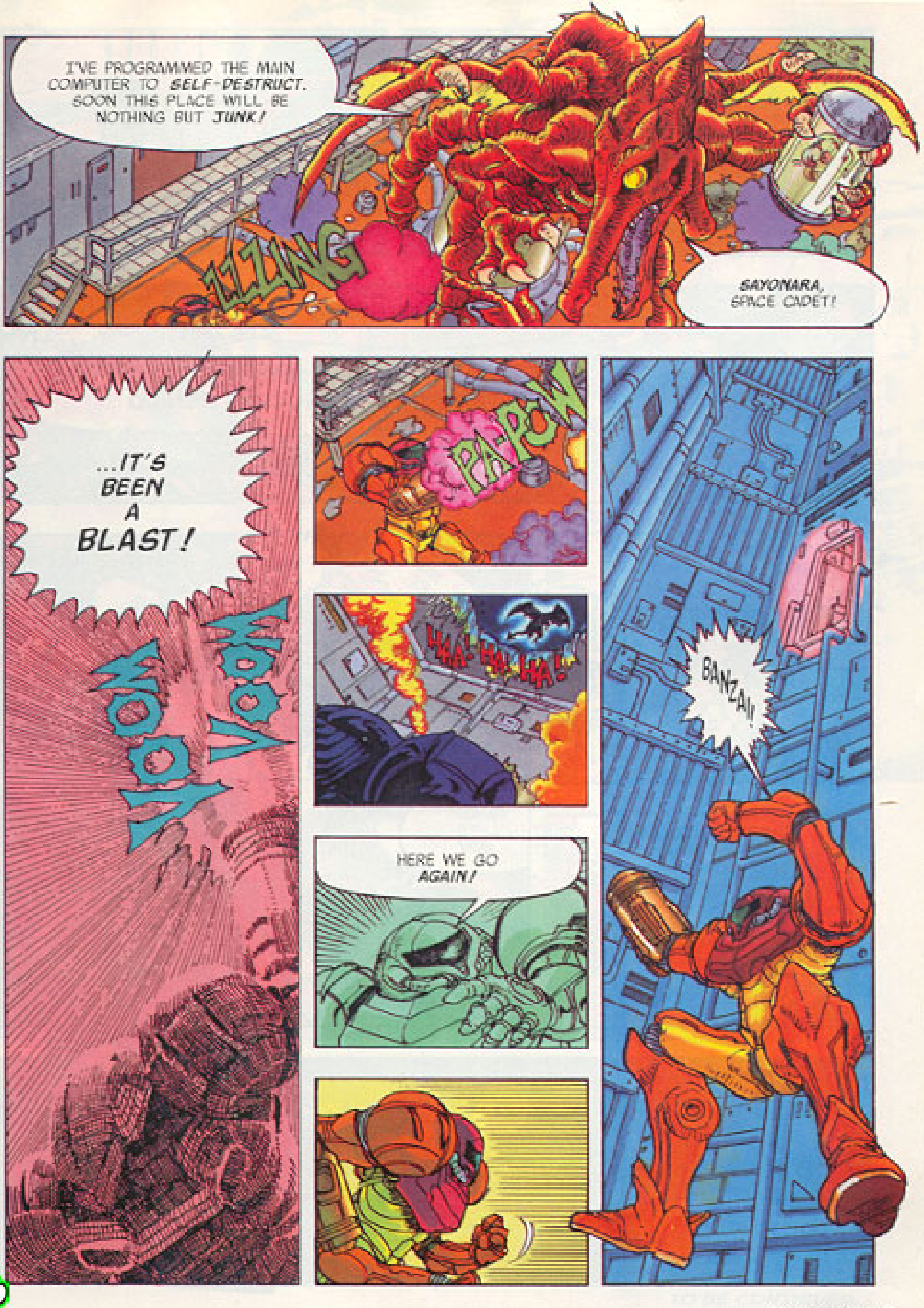

SHOOOM
THE COLONY IS UNDER **ATTACK** ... AND I THINK I KNOW **WHY!**

mdb

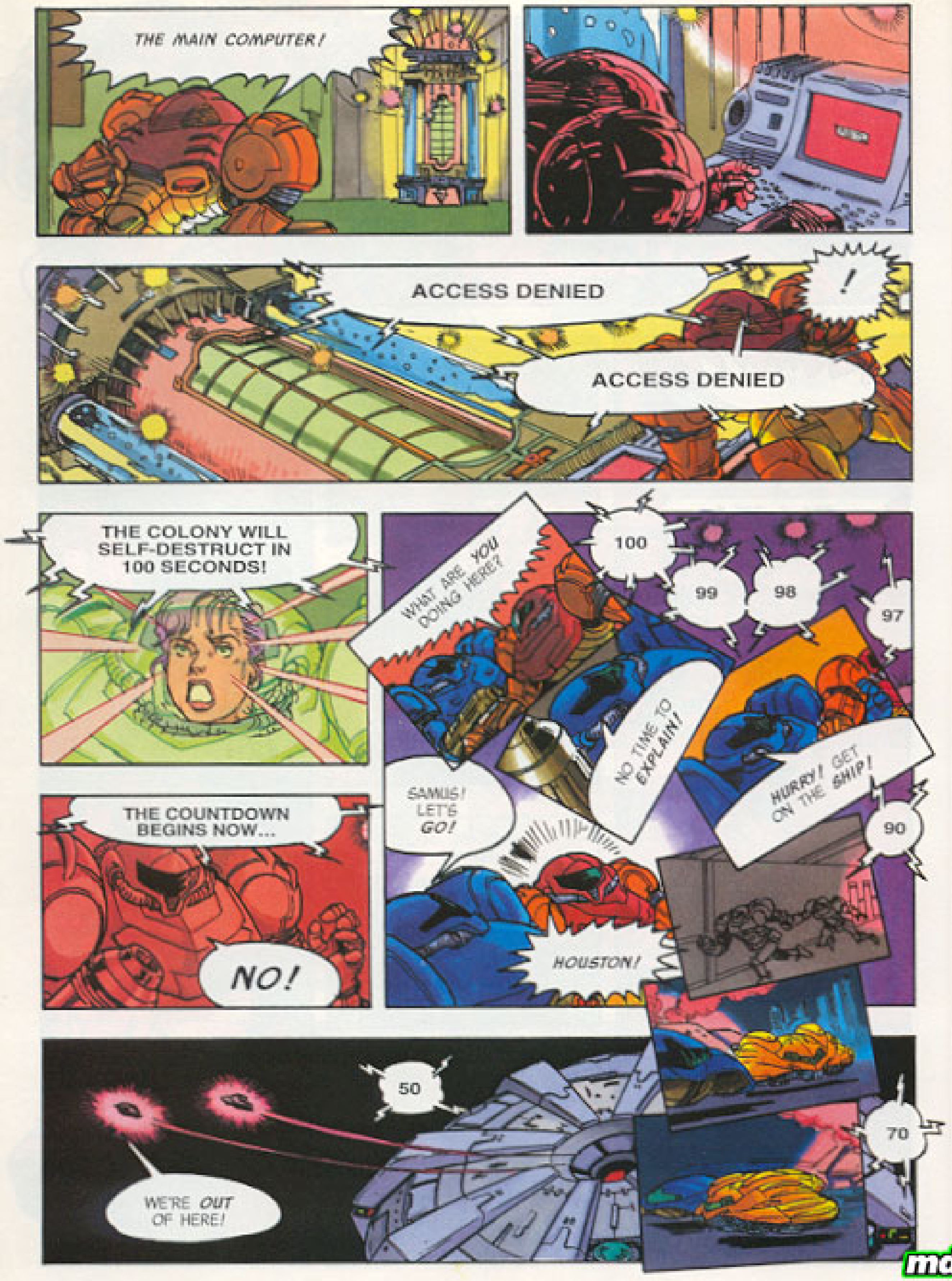

THERE IT IS!
I TURNED THE HATCHLING OVER TO THE SPACE COLONY SCIENTISTS!
!
WHOOOOOSH
THE LAB IS GOING UP IN SMOKE!
SCREEEK

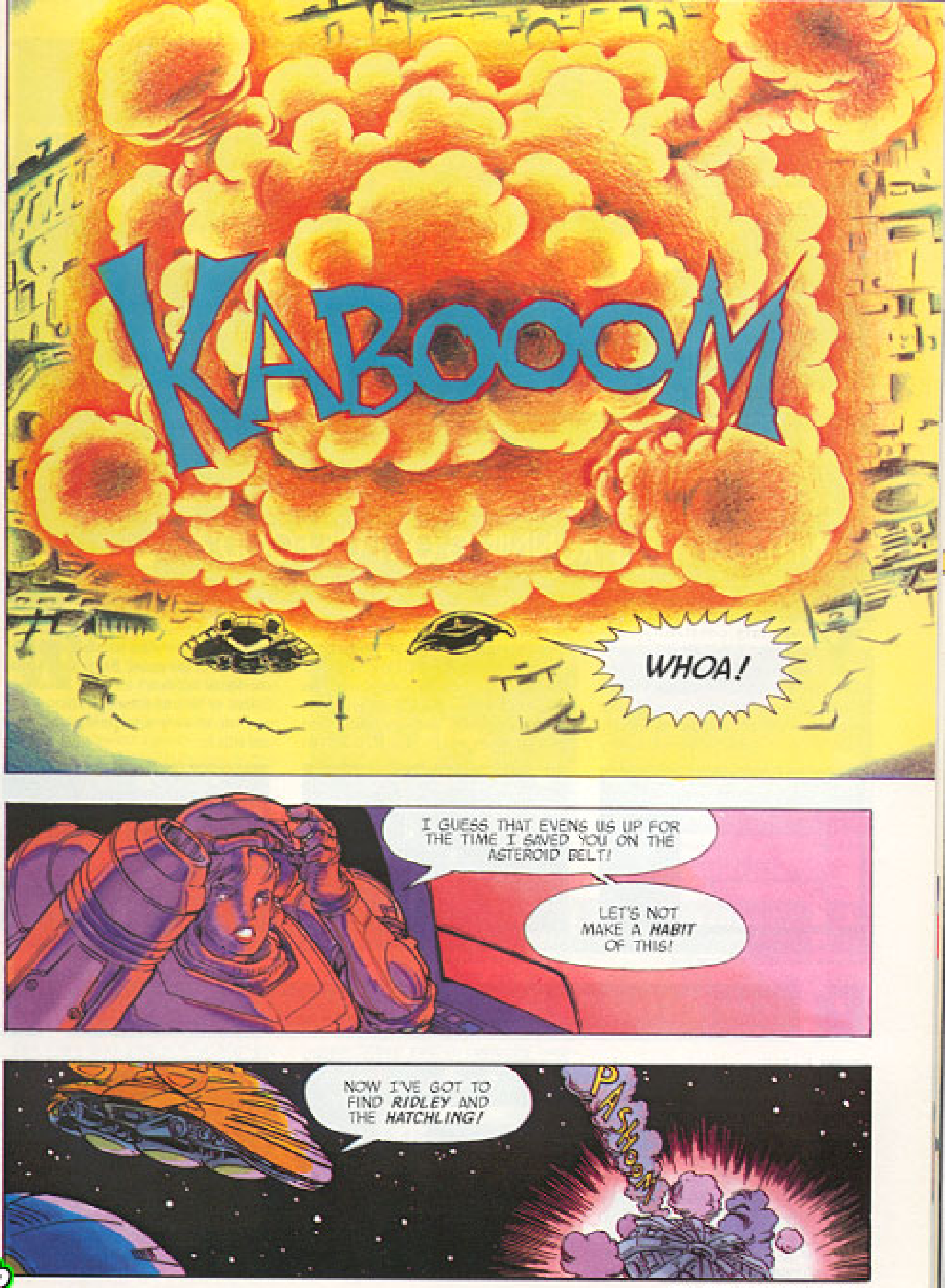

SCOURGE OF ZEBES! IT'S...
THE HATCHLING!
...RIDLEY!!


IT'S BEEN A *LONG TIME!*
NOT LONG ENOUGH!
THE *MOTHER BRAIN* WILL REWARD ME *HANDSOMELY* FOR THIS PRIZE!
BOOOOM
YOU WON'T GET *AWAY* WITH THIS!
YOU MAY HAVE BEATEN US *ONCE*... BUT *NEVER AGAIN!*
NOW, SAY *GOODBYE* TO YOUR PRECIOUS *COLONY!*
WHAT ARE YOU *TALKING* ABOUT?


I'VE PROGRAMMED THE MAIN COMPUTER TO *SELF-DESTRUCT*. SOON THIS PLACE WILL BE NOTHING BUT *JUNK!*
ZZING
*SAYONARA,* SPACE CADET!
...IT'S BEEN A BLAST!
VOOOM
VOOOM
PAPOW
HA-HA-HA!
HERE WE GO *AGAIN!*
BANZAI!

mdb


THE MAIN COMPUTER!
ACCESS DENIED
!
ACCESS DENIED
THE COLONY WILL SELF-DESTRUCT IN 100 SECONDS!
WHAT ARE YOU DOING HERE?
100
99
98
97
NO TIME TO EXPLAIN!
HURRY! GET ON THE SHIP!
SAMUS! LET'S GO!
90
THE COUNTDOWN BEGINS NOW...
NO!
HOUSTON!
50
70
WE'RE OUT OF HERE!


KABOOOM
WHOA!
I GUESS THAT EVENS US UP FOR THE TIME I SAVED YOU ON THE ASTEROID BELT!
LET'S NOT MAKE A HABIT OF THIS!
NOW I'VE GOT TO FIND RIDLEY AND THE HATCHLING!
PASHOOM

TO BE CONTINUED...

mdb

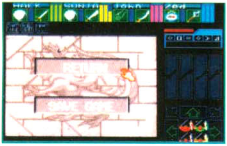
# COUNSELORS' CORNER

## DUNGEON MASTER

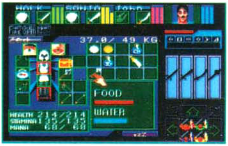
### WHY DO I KEEP RUNNING OUT OF FOOD?

Ken Warnock

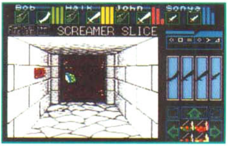
Your party constantly consumes food while you explore or make maps, and they eat even faster while you're viewing the subscreen. Bringing up the subscreen doesn't automatically "pause" your game – time actually passes more quickly while it's up. The only time that your game is in pause is while the RETURN/SAVE GAME option screen is displayed. To conserve food, SAVE your game before mapping, then go ahead and add to your map. Hit RESET to resume with all of the food you had previously. Be sure to pick up all of the food in the maze. Search all of the corridors and don't miss the Screamer Slices or Worm Rounds. They might not sound very appetizing, but they are edible.



Before you take the time to update your map, SAVE the game. Press RESET to resume play.



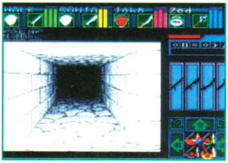
Unlike many games, pulling up the subscreen doesn't automatically pause your game.



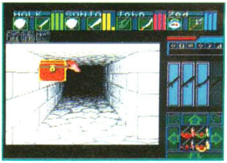
Be sure to search out all of the food in the maze, even the Screamer Slices and Worm Rounds.

### HOW DO I PASS THE STRENGTH TEST HALLWAY ON FLOOR 6?

The hallway is a long corridor with invisible teleporters. There are a couple of ways to activate the floorplate at the other end and open the door. If your character has a high enough Ninja Level, you can throw an item over the eight spaces onto the floorplate. If you can't throw that far, try walking very quickly. If you're fast enough, you can pass over the teleporters before they activate.



The hallway is lined with invisible teleporters.



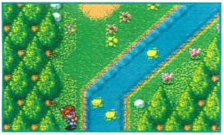
If you can, throw something onto the floorplate.

# SECRET OF MANA

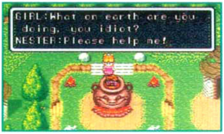
## HOW DO I GET THE GIRL IN PANDORA CASTLE TO JOIN ME?

Greg Roane

If you travel west from Pandora Village, you'll see a sign that warns you about Goblins. If you continue to explore in the area, Goblins will seize you, take you to their camp and drop you into a pot of boiling water. Before it's time for you to be the main course at dinner, though, a Girl will sneak into camp and rescue you. After she says farewell and departs, return to Pandora Castle. When you meet up with her again, she'll ask for your help, then she'll join you. You'll be asked to name her.

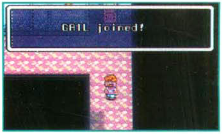


If you wander around in the area west of Pandora, you'll be captured by Goblins.



GIRL:What on earth are you doing, you idiot?
NESTER:Please help me!

The girl will sneak into the Goblins' camp and rescue you from the stew pot.

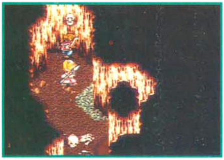


GAIL joined!

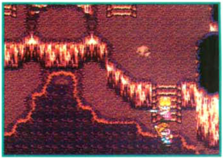
When you return to Pandora Castle after the ordeal, the girl will offer to join you.

## ? HOW DO I GET PAST THE LAVA POOL IN GAIA'S NAVEL? ?

When you reach the cavern with the pool of lava, you won't be able to go any farther until you find a way to make it disappear. Go up and enter the cave in the northwest corner of the lava room. Defeat the enemies inside then use your Sword to flip the Skeleton Switch that's on the north wall of the small cave. When you exit the cave, the lava pool will have dried up, and you'll be able to exit through the tunnel to the south.



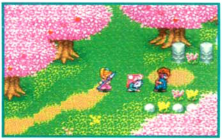
Go to the cave in the corner of the lava chamber and Flip the switch with your Sword.



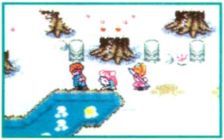
When you exit the cave, the lava will be gone. Now you can use the tunnel to the south.

## ? WHAT DOES THE CLUE ABOUT THE SEASONS MEAN? ?

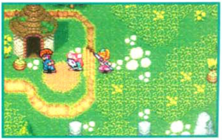
Upperland is divided into four seasons. The pink area is spring, the green area is summer, brown is fall and white is winter. The clue that you got in Moogle Village tells you to start with spring, so go to the pink area in the lower left and walk counterclockwise through the seasons until you reach spring again. When you've correctly completed the walk, you'll hear an explosion. If you walk to the right to investigate the noise, you'll find a new path that leads to Sprite Village.



Start in spring, where the trees have pink leaves, and walk east to summer.



Continue from summer to fall, then from fall go west to winter. Now return to spring.



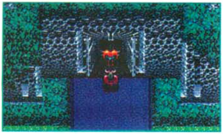
When you complete the trip, you'll hear an explosion coming from the right. Investigate!

# THE 7TH SAGA

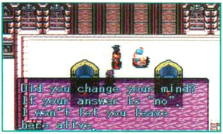
## HOW CAN I ENTER THROUGH THE FRONT GATES OF PATROF CASTLE?

Marty Pappas

At first, you'll have to use the secret passage that's under a tombstone to enter Patrof Castle. When you reach the apprentice inside the castle, he'll ask you to join him. If you answer yes, the castle's front gates will open, and you'll be able to enter and exit through them, saving yourself the trip through the secret passage. To fight the apprentice, talk to him again. He'll ask you if you've changed your mind. Answer "yes" to start the fight. Defeat the apprentice and you'll get the Star Rune.

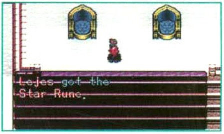


When the apprentice asks you if you want to join him, say "yes" to open the front gates.



Did you change your mind?
If your answer is "no",
I won't let you leave
here alive.

After the gates open, tell the apprentice that you've changed your mind. Let the fight begin!

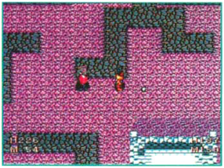


Lejes got the
Star Rune.

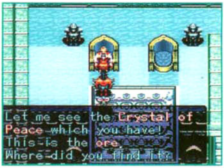
When used in the present, the Star Rune doubles your defensive power.

## HOW DO I STOP THE FEUD BETWEEN TELAINE AND BELAINE?

The two towns are feuding because Telaine raised the price of the ore that Belaine needs to produce weapons and armor. The people of Belaine don't understand that Telaine is rapidly running out of the precious ore. Go to the town of Luze and Search to find one of the seven Crystals of Peace that can be found on its streets. Take the Crystal back to the King of Telaine. It will replenish Telaine's supply of ore and restore peace to the warring cities.



Go to Luze and Search the streets to find one or more of the Crystals of Peace.

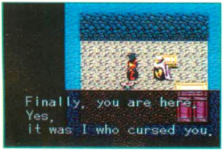


Let me see the Crystal of
Peace which you have!
This is the ore.
Where did you find it?

Take one of the Crystals to the King of Telaine. It will restore peace between the two towns.

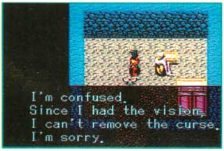
## HOW DO I REMOVE THE CURSE THAT KEEPS ME FROM USING MAGIC?

When you've been cursed, go to Guanta and talk to the town's sage. He'll admit that he cursed you and tell you that he won't remove the curse until he knows what your intentions are. Go west to the Cave of Silence and recover the Moonlight. When you return with the Moonlight to the sage, he'll remove the curse that kept you from using Magic. Later, you'll use the Moonlight to make Gariso visible.



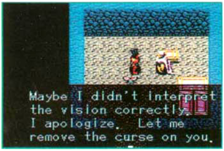
Finally, you are here.
Yes,
it was I who cursed you.

Once the sage casts his spell, you won't be able to use any of your magic.



I'm confused.
Since I had the vision,
I can't remove the curse.
I'm sorry.

The sage won't remove his spell until he's sure what your intentions are.



Maybe I didn't interpret
the vision correctly.
I apologize. Let me
remove the curse on you.

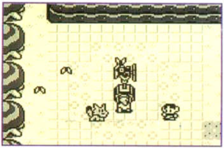
Go back to Guanta with the Moonlight to have the sage remove his curse.

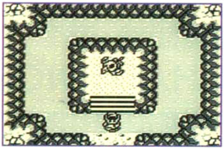
## THE LEGEND OF ZELDA:
# LINK'S AWAKENING

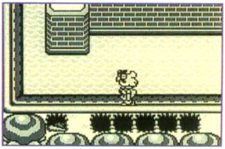
## HOW DO I GET THE FLYING ROOSTER?

Jenne Pierce

You'll need the Level 2 Power Bracelet and Mamu's Frog Song to find the Rooster. The Level 2 Power Bracelet is in a Treasure Chest inside Level 6. To learn the Frog Song, you must locate Mamu in the Signpost Maze and pay him 300 Rupees to hear the magical tune, which can wake inanimate objects. Return to Mabe Village, equip the Level 2 Power Bracelet and push the Weathercock's stone up to uncover a set of stairs. Go down the stairs and find the pile of bones, then equip the Ocarina and play Mamu's Frog Song. The bones will come to life in the form of a Rooster. You can grab on to the Rooster and fly to places that you wouldn't be able to reach otherwise. Try using the bird all over the island while it hangs around, because it won't stay with you for long, and once it's gone, it's gone for good.

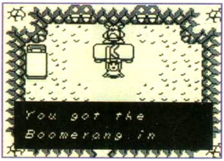

Equip the Level 2 Power Bracelet and push up on the Weathercock's stone to uncover stairs.


When you play Mamu's Frog Song in front of the pile of bones, the Rooster will come to life.

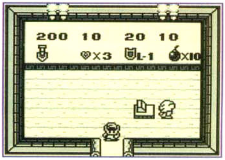

Grab the Rooster and fly to outoftheway places, like this one near Kanalet Castle.

## I TRADED MY SHOVEL AWAY. SHOULD I BUY ANOTHER ONE?

No! After you trade your Shovel for the Boomerang, you might be tempted to buy another one if it's for sale at the Shop in Mabe Village. If you buy it a second time, though, you'll take up a space in your inventory that's intended for another item, such as the Bow. If you do buy a second Shovel, you won't be able to get rid of it and free that inventory space for another object. If you decide that you do need to use a Shovel, you can return to the Goriya and get it back by trading the Boomerang for it.


You got the
Boomerang in

After you find the Magnifying Glass, you can locate the Goriya at Toronbo Shores. Go there and trade your Shovel for the Boomerang.



Don't buy a Shovel a second time—it'll take up a valuable space in your inventory. If you need one, trade with the Goriya again.

## WHEN YOU NEED TO KNOW, CALL THE PROS!

NINTENDO POWER

**WRITE TO:**
Counselors' Corner
P.O. Box 97033
Redmond, WA
98073-9733

**CALL:**
(206) 885-7529
Nintendo Game Play Counselors are on call Mon.-Sat., 4:00 a.m. to Midnight and Sun., 6:00 a.m. to 7:00 p.m. Pacific time.

POWER PLAYER'S CHALLENGE

If you missed out on all the action of the Super Power Club Challenge last month, here is your chance to try it out! If you did try it out, well, try it again. This month's challenge gives Game Boy fans a chance to show their stuff with the hot new pinball game, Kirby's Pinball Land.

## CHALLENGE

### DISNEY'S ALADDIN

**How many pink gems can you collect on your quest?**

You will lose all the gems if you continue.

### ZOMBIES ATE MY NEIGHBORS

**What is the highest score you can rack up by the end of the game?**

Try to work through all of the levels without losing a neighbor.

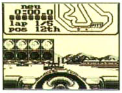
### TETRIS 2

**What is your all-time best score for this hot new puzzler?**

It will take quick wits to master this game!

### NIGEL MANSELL'S WORLD CHALLENGE

**What is your best time on the Brazil Track?**



Select the race on the Single Circuit Mode.

### MORTAL KOMBAT

**Can you defeat the Reptile with all of the characters?**

Take a photo of each of the characters after you beat the Reptile.

### SECRET OF MANA

**What is the lowest level at which you can finish the game?**

You'll have to explore the world very carefully if you want to survive!

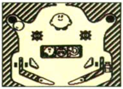
## SUPER POWER CLUB CHALLENGE

Take the challenge!

The top 25 players that best meet the monthly challenge, will be awarded 4 Super Power Stamps for use towards the purchase of Super Power Supplies. Send all eligible entries to the address at right. The entries must include the following; Name, address and Membership Number of the player and a photograph of the completed challenge (which includes the system in the photo). All entries must be received by February 28, 1994. Winners will be printed in a future issue of Nintendo Power and will be notified by mail. All scores printed are decided by Nintendo Power Staff. All decisions are final.

### KIRBY'S PINBALL LAND

**What is the highest score you can rack up while fighting Kirby's enemies?**



Don't forget you only have one save!

# POWER PLAYERS

## SUPER MARIO LAND 2 6 GOLDEN COINS

**Found every world in the game.**

| | |
|---|---|
| Luke Woodward<br>Roseville, CA | Finished |
| Chuck Kolb<br>Indianapolis, IN | Finished |
| Bobby Gutierrrez<br>Arlington, VA | Finished |
| John Patrick Crum<br>Denver, CO | Finished |
| Micheal Varozza<br>Shingle Springs, CA | Finished |
| Anthony Noto<br>East Holden, ME | Finished |
| Kasper Szuba<br>Corona, CA | Finished |
| Justin Weiss<br>Crystal Lake, IL | Finished |
| Matt Smith<br>Sanford, ME | Finished |
| Travis Viteuse<br>Lake Mills, WI | Finished |

## UN SQUADRON

**Finished Mission 1 with the most points.**

| | |
|---|---|
| Jeff Ouano<br>Casper, WY | 53,000 |
| Josh Guerrieri<br>Sugar Land, TX | 53,000 |
| Eric Colvin<br>Commerce TWP, MI | 50,000 |
| James Spouler<br>Maple Ridge, BC | 50,000 |
| Doug Baker<br>Dallas, TX | 49,500 |
| Eric Burd<br>St. Paul, MN | 48,300 |

## NES OPEN TOURNAMENT GOLF

**Best scores on the UK Course.**

| | |
|---|---|
| Todd Tomczak<br>South Bend, IN | -18 |
| Niles Wilson<br>Torrance, CA | -16 |
| James Bryant<br>Phoenix, AZ | -15 |
| Don Sandez<br>Hawley, TX | -15 |
| Josh Perkins<br>Bellevue, WA | -14 |
| George Donaldson<br>Orange, CA | -10 |

## FELIX THE CAT

**Highest score.**

| | |
|---|---|
| Josh Abraham Jr. | 1,013,580 |
| Henry Hopkins<br>Athol, ID | 708,270 |

## PINBOT

**Highest score.**

| | |
|---|---|
| Gene Tilk<br>Okotoks, AB | 69,803,030 |
| Chris Rehagen<br>Saint Elizabeth, MO | 43,202,920 |
| Adam Johnson<br>Vancouver, BC | 38,730,310 |
| Susan Dempsey<br>Baltimore, MD | 30,170,430 |
| Jordon Bouray<br>Gresham, OR | 17,083,860 |

## PRINCE OF PERSIA

**Most time left after finishing the game.**

| | |
|---|---|
| Glenn Leary<br>Bloomington, IL | 120 min |
| Ron Klaus<br>Seattle, WA | 72 min |
| Tim Wenger<br>Anderson, IN | 57 min |
| Scott Bilyeu<br>Moweaqua, IL | 51 min |

## KIRBY'S ADVENTURE

**Finish a perfect game.**

| | |
|---|---|
| John Wright<br>Kirkwood, MO | 100% |
| Melody Dichiara<br>Elmira, NY | 100% |
| Trent Flock<br>Buford, GA | 100% |

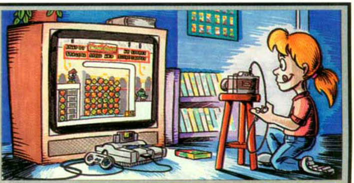
## METROID II: Return of Samus

**Fastest finishing time.**

| | |
|---|---|
| Aaron Halvorson<br>Gresham, OR | 1:11 |
| David Abdemaoulave<br>Lynchburg, VA | 1:33 |
| John Baas<br>Kent City, MI | 1:41 |
| Mitch Weinman<br>Neligh, NE | 1:41 |

## I CAN BEAT THAT SCORE!

Send us your name and address with a photo of your accomplishment! To take a photo of an NES or Super NES game, use a 35mm camera without a flash. Turn out the lights in the room, hold the camera steady and shoot your best shot! To take a Game Boy photo, place your Game Boy on a flat surface, then take your photo using natural light. Make sure the system is included in your photo. Nintendo is not responsible for lost or late mail. All scores printed are decided by the Nintendo Power staff. All decisions are final.



**Send to →**

NINTENDO POWER PLAYER'S CHALLENGE
P.O. Box 97033
Redmond, WA. 98073-9733

# S.M.A.R.T.

## Super Mario All-Stars Report Team

## THE SUPER MARIO ALL-STARS REPORT TEAM SPEAKS OUT ON THE ISSUES

What's important to kids? What do they want to do with their futures? Who are their heroes? What do they do with their free time? Last fall, representatives of the Super Mario All-Stars Report Team (SMART) traveled to Washington, D.C., to talk to lawmakers about the issues that are important to them—and the lawmakers, including President Clinton and Vice President Gore, listened.

Earlier in the year, Nintendo of America commissioned BKG Youth, a youth research organization, to find out what issues kids were thinking about as they returned to school. What they found was that kids were genuinely concerned about their educations, their safety and their families. When the group got together to discuss issues and develop the Nintendo Kids Platform, they identified education, drugs, homelessness, violence and the environment as the issues that concerned them most. Their collective recommendations about how to address these problems made up the "SMART" Platform.

Nintendo conducted a nationwide search to find outstanding kids to serve on the Super Mario All-Stars Report Team, an appropriate name, considering that Nintendo released Super Mario All-Stars for the Super NES at about the same time the search was taking place. Applications, including essays, collages, video and audio tapes, poured in from kids across the country, and the nine winners, ranging in age from eight to thirteen, were selected by a panel of their peers. One representative from each state was also named to a "Pinch Hitter" list of honorable mentions.

The five representatives took the trip to Washington to

Vice President Al Gore and President Clinton meet with Sean Donahue and

The Super Mario All-Stars Report Team: Jesse Keegan of Palo Alto, CA; Justin Haynes of Carrollton, TX; Kristin Stolpe of Mountain Top, PA; Karina Meckel of New York, NY; and Sean Donahue of Southborough, MA.

The team presents its platform to Rep. Joseph P. Kennedy II in his office on Capitol Hill.

Kristin Stolpe presents a copy of the platform to Rep. Paul Kanjorski in his office.

Karina Meckel on the South Lawn of the White House.

SMART member Justin Haynes meets with Rep. Richard Armey, who represents his home district.

discuss the issues and present their resolutions to the President, Vice President, Senator Barbara Boxer of California and Congressman Joseph P. Kennedy II of Massachusetts, sponsor of National Children's Day. They also met with members of the U.S. House of Representatives from their home districts and presented them with copies of the SMART Platform. One delegate, Sean Donahue, even grabbed national attention when he was called on by Vice President Gore to ask a question during a presidential press briefing.

The delegation included SMART captains Justin Haynes, 10, of Carrollton, Texas; Jesse Brian Hernandez Keegan, 13, of Palo Alto, California; and Kristin Faye Stolpe, 11, of Mountain Top, Pennsylvania. Rounding out group were Donahue, 13, of Southborough, Massachusetts, and Karina Meckel, 11, of New York City, both members of the Mario Peer Advisory Panel that selected the SMART members.

In conjunction with the selection of the team, BKG Youth and Nintendo sent thousands of surveys to kids across America to find out what kids think about a variety of issues. Among the diverse group surveyed, education is clearly a priority. Fully 98 percent expect to graduate from high school, and 94 percent plan to go to college. The problems that concerned them most were drugs, AIDS and homelessness. Sixty-eight percent worried about their safety away from home, and more than 32 percent worried that their familes would someday be homeless. To combat drug problems, respondents felt that educating kids about drugs would be more effective than arresting them.

Although they have concerns about their futures, judging from the complete SMART Platform, we can plainly see that kids feel like they, along with their parents, teachers and the government, can make a difference. One positive piece of proof is that the Brady Bill, which the SMART Platform supported, has already passed.

## The following people contributed to the SMART Platform:

Super Mario All-Star Team Captains: Justin Haynes, Jesse Brian Hernandez Keegan, Kristin Faye Stolpe. Team Members: Christina Katherine "Katie" Baron, Rachel Jones, Chris Sumner, Tommy Van Cleave, Jamie Lynn Villella, Whitney Blaise Vowell. Pinch Hitters: Desirae Angelo, Ben Baker, Mary Bebemeyer, Amber Bieg, Eboni Brown, Anna Carpenter, Kirsten Chevalier, Lisa Anne Elless, Gerry Finnerty, Shauntel Gadsen, Carlo Gambino, Gina Garcia, Oscar Garcia, Dustin Gardner, Sean Harper, Brandon Holland, Heather Hogan, Gina Jager, Chris Jewell, Amanda Keith, Lyndsey Lane, Elizabeth Littman, Wesley Lu, Leia McCullough, Timothy Mister, Rhonda Neff, Melissa Neu, Nathan Neugebauer, Aaron Norton, Christopher Orr, Angie Ponciroli, Kevin Poulin, Jack Quillin, Jeffrey Reyes, Derek Rumpler, Andrew Schoff, Tremayne Scott, Melissa Shields, Scott Shillingburg, Joshua Stack, Adam Steinbaugh, Rodler St. Louis, Kelli Strawbridge, Brian Templeton, Julien Teudeau, Terra Tilker, David Urbanik, Frank Everett White III, Erin Yaden, Daniel Vernon.

# SPIDER-MAN® AND THE X-MEN™ IN ARCADE'S REVENGE™

MARVEL® COMICS

Arcade's™ REVENGE

## AN INCREDIBLE MARVEL TEAM

In this web-slinging challenge previously released for the Super NES, the amazing Spider-Man and the uncanny X-Men team up to bring you an unforgettable adventure adaptation for the Game Boy. Only you can help our marvelous Marvel heroes free themselves from Arcade's wretched web of woe!

SPIDER-MAN
AND THE X-MEN
IN ARCADE'S REVENGE

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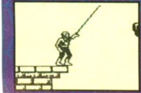
# PROLOGUE

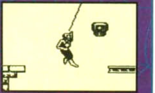
Have you ever wondered how all those comic book super heroes became so unique? Photographer Peter Parker was as ordinary as you or I, until an accidental bite from a radioactive spider resulted in some startling changes. Peter was suddenly able to shoot Webs, lift heavy objects—he could even scale walls! All of these amazing attributes have made Spider-Man the crime-fighting hero he is today, and it's lucky for the X-Men that he's on the way to save their day!

## SWING JUMP

Some gaps are too wide for Spider-Man to jump across. These are instances in which those special spider abilities become especially useful.



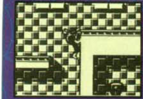
Press Up and B on the Control Pad to shoot out a sticky Web.



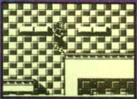
Once it's attached to the ledge above, you can swing across.

## TRICKY JUMPS

It seems there's no way to get over the top of a ledge from below, but it isn't impossible. A little quick maneuvering with the Control Pad does the trick.



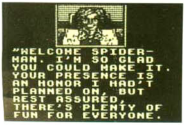
Scale up the wall from below as far as you can.



While holding A, press Left, then Right to jump up and over.

## ARCADE

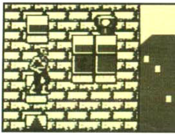
The first section was merely a welcoming warm-up. Once Spider-Man has made his way through the evil Eyes outside, the ultimate challenge begins as you guide each of our heroes through the inside of Arcade's not-so-Fun House of Horrors.

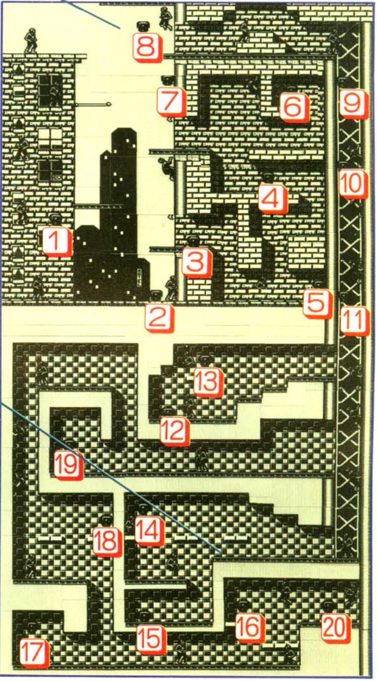


"WELCOME SPIDER-
MAN. I'M SO GLAD
YOU COULD MAKE IT.
YOUR PRESENCE IS
AN HONOR I HAD'T
PLANNED ON, BUT
REST ASSURED,
THERE'S PLENTY OF
FUN FOR EVERYONE.

## MISSION

In order to rescue the X-Men, Spidey has to first break into Arcade's hangout. Touch the 20 Security Eyes in the order shown on the map to deactivate the deadly alarm system. The X-Men are counting on you!



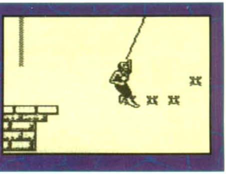


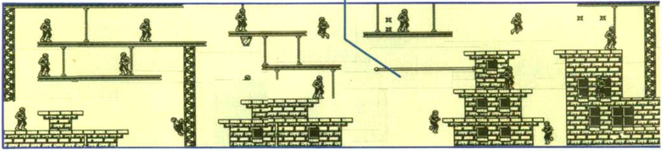
# SPIDER-MAN STAGE

The Spider-Man Stage takes place on the roof of Arcade's hangout, and it's a particularly precarious shingle-stepping scene. Be sure to become proficient at using your sticky Web, and always watch your step—that last one is a real doosie!

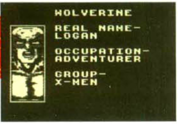
## APPREHENDING ARACHNIDS

They say cats have nine lives, but Spider-Man only starts out with three. Collect as many of his little spider brothers and sisters as possible, as they will give you an extra life.





# WOLVERINE STAGE



WOLVERINE

REAL NAME-
LOGAN

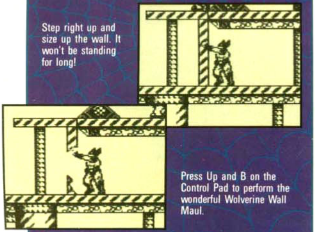
OCCUPATION-
ADVENTURER

GROUP-
X-MEN

There's no time for fun and games here. As one of the extraordinary X-Men, Wolverine can rely on his mighty steel claws and super-human strength to carve a path to freedom through this maze of madness in Arcade's toy box of terror.

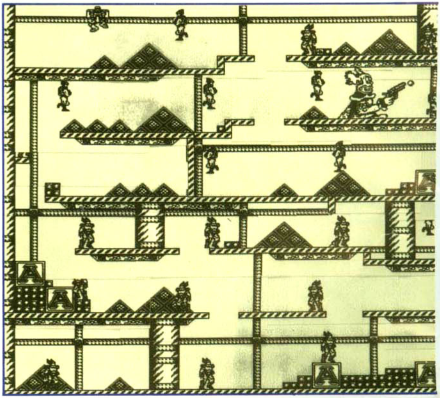
## WALL MAUL

For most, this would appear to be a dead end. However, Wolverine isn't likely to let a little wall stand in his way, especially with those can opener claws!



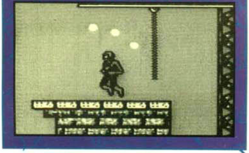
Step right up and size up the wall. It won't be standing for long!

Press Up and B on the Control Pad to perform the wonderful Wolverine Wall Maul.



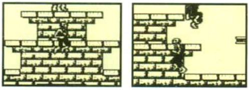
## CHANGE IN THE WEATHER

Stay clear of these heavy-duty hail stones—they're as big as basketballs! You'll need to conserve as much energy as you can for later.

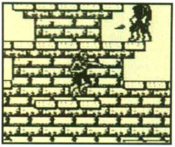


## N'ASTIRH

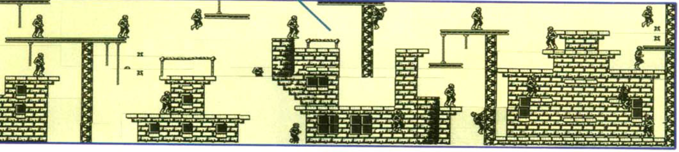
Aha! We finally have the distinct displeasure of meeting the one responsible for the "N'Astirh" conditions in this stage—it's one of Arcade's number-one no-good goons, N'Astirh himself.



Stand underneath the Boss on the bottom platform and walk to the right to catch his undivided attention.

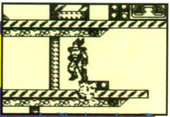


Jump and shoot while he is standing on the middle platform, then repeat.

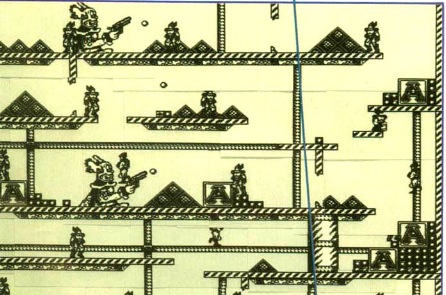


## EXPLODING BLOCKS

Keep an eye out for peculiar looking blocks on the floor. They could mean a nasty surprise!

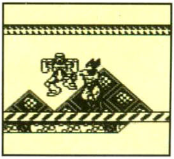


Wolverine does a dance of dismay as he steps on a bad block.

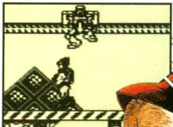


## JUGGERNAUT

Juggernaut is jumping for joy at the idea of annihilating Wolverine, but if you stay cool and level-headed, all this hopping around could work to your advantage. Be patient, and he'll be Juggernaut, not!

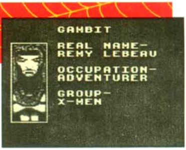


Jab Juggernaut as many times as you can while he is near.



As soon as he makes a large leap, run underneath and jab him from the opposite side.

# GAMBIT STAGE



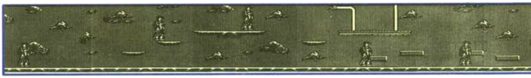
GAMBIT

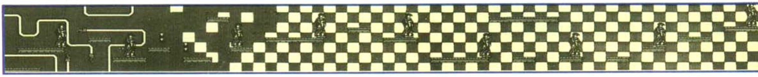
REAL NAME-
REMY LEBEAU

OCCUPATION-
ADVENTURER

GROUP-
X-MEN

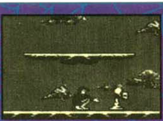
As a bona fide, card-carrying member of the X-Men team, Gambit is one smooth operator. He carries a dangerous deck of Cards and can send out a shuffling shot in a second if anyone tries any double-dealing.



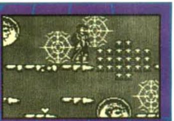


## YOU HAVE TO KNOW WHEN TO HOLD 'EM

Even Gambit can run out of Cards if he isn't careful. After throwing a Card, it will float up in the air. To reuse it, you have to catch the card before it floats away. Also, collect Stars and Diamonds for extra lives.

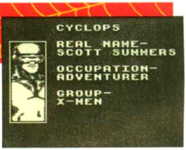


Toss a Card to eradicate the encroaching enemy.



Stars are worth 50 points and Diamonds are worth 500 points.

# CYCLOPS STAGE



CYCLOPS

REAL NAME-
SCOTT SUMMERS

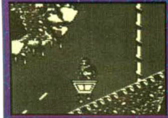
OCCUPATION-
ADVENTURER

GROUP-
X-MEN

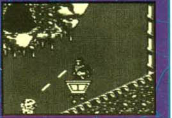
The Sentinel Robot awaits Cyclops at the end of this spooky subterranean cell, but our super hero's special shots should make scraps of the Sentinel if he can make his way through the maze.

## THE RIDE OF YOUR LIFE

These Mine Carts make the trip quicker, but the ride is surely not a safe one. Arcade has riddled the tracks with all sorts of dangerous devices and outrageous obstacles to derail you.



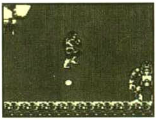
You never know what is going to cross your path. Fire downward continuously just to be safe.



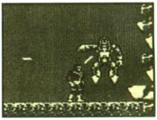
Aha—a Bomb! Multiple shots will take care of it before it has a chance to jam up your works.

## SENTINEL ROBOT

A super-charged Cyclops should be able to send this seven-foot Sentinel skulking away in shame with a little practice and a lot of perseverance. This hunk of steel isn't too difficult to beat overall, but he sure takes a long time to terminate. Be patient!



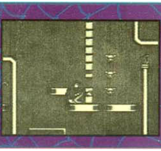
Jump over the Sentinel's shots, then counter with a big blast of your own.

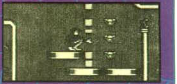


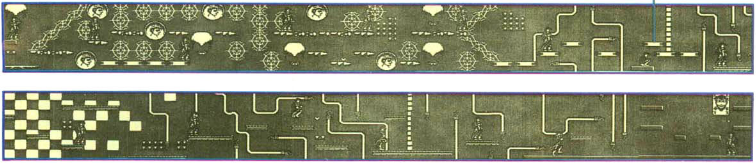
Aim high and shoot while he is hovering. Don't give up—he's tenacious!

## CAREFUL CARD CONSERVATION

Take your time breaking these Bricks. Toss one Card at a time until there's a big enough hole for you to go through. If extra Cards get through, you may run out later.

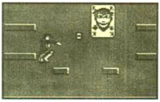




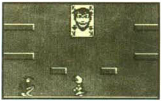


## KING OF CLUBS

Gambit needs to be the ace of grace when dealing with this menacing master of malevolence. Stay out of the King's way by moving quickly from platform to platform. Destroy the enemies he throws and be sure to get your Card back as soon as it's thrown.



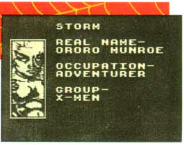
It's a gamble with his life, but Gambit is always up for a game!



Take care of the King of Clubs' cronies as quickly as you can.

## STORM STAGE

Arcade has taken the wind out of Storm's sails by dropping her into a water tank. To make it through the maze, she has to let the water in from the hatches and float to the top.



STORM

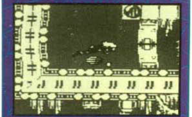
REAL NAME-
ORORO MUNROE

OCCUPATION-
ADVENTURER

GROUP-
X-MEN

### SUPER SHELLS

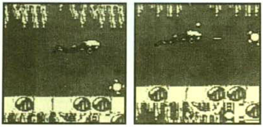
Open up the Clam Shells to discover helpful items. Stand on the Air Bubbles regularly to fill up your air supply.



Make sure you don't run out of air or Storm will be lost.

## GLASS SPHERE

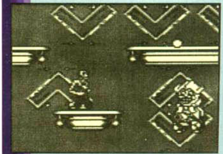
This guarding Glass Sphere isn't an ordinary friendly fishing float. You must destroy this dastardly device or be an addition to Arcade's aquarium forever!



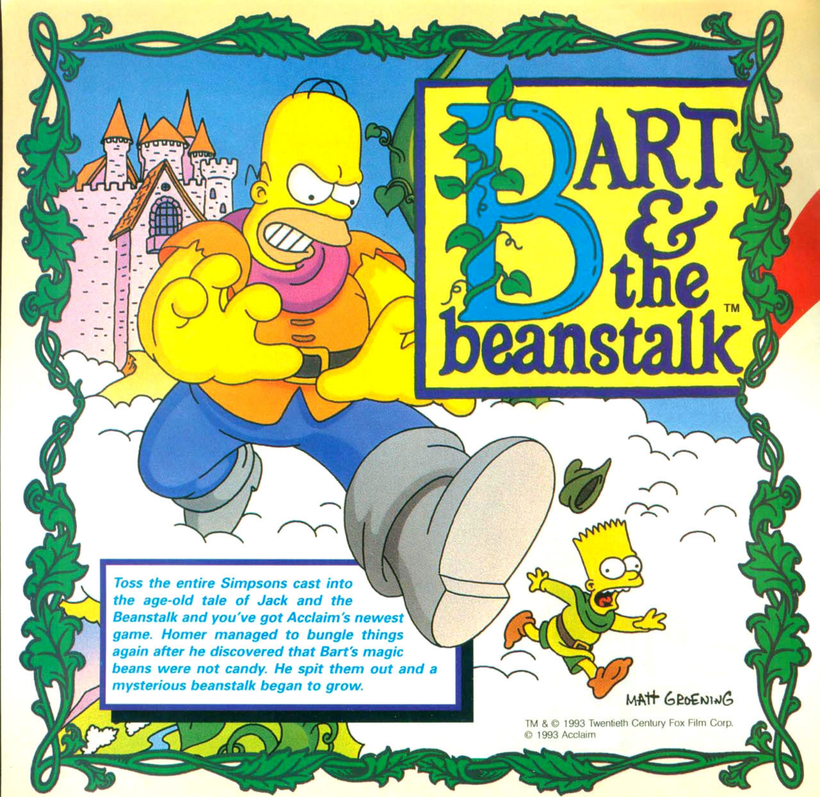
Follow the sphere and shoot it as it moves up and down on the right side. You must destroy it before you run out of air. There are no fill ups in this room.

## ARCADE

Each of the uncanny X-Men are immobile during the final confrontation with Arcade.



It's you against Arcade, but who makes it out alive?



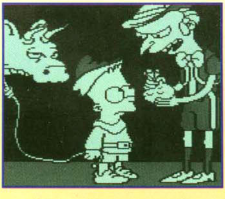
# BART & the beanstalk™

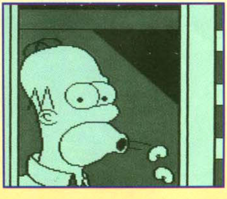
*Toss the entire Simpsons cast into the age-old tale of Jack and the Beanstalk and you've got Acclaim's newest game. Homer managed to bungle things again after he discovered that Bart's magic beans were not candy. He spit them out and a mysterious beanstalk began to grow.*

TM & © 1993 Twentieth Century Fox Film Corp.
© 1993 Acclaim

## ¡AYE CARAMBA, MAN!

The Bartman has his work cut out for him in this tall tale of giants, beanstalks and fabled golden eggs. The game is disappointing because you start with a limited number of lives—three to be exact, and NO CONTINUES. These parameters turn an otherwise enjoyable action game into an "avoidance game." You'll be so worried about falling from a vine or taking a hit that your enjoyment level will be severely diminished.





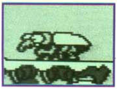
MATT GROENING

# BEAN STALKERS

If the game were more lenient with the amount of lives and Continues it offered, dealing with all of these enemies and obstacles would be OK. However, it's a giant-sized challenge for the four-foot-tall Bart. Initially, he's only outfitted with the slingshot that he got as a bonus in the "cow for magic bean" trade with Monty the Miser. Bart will pick up other weapons like firecrackers and paper airplanes along the way, but the slingshot will have to be relied upon heavily for protection.

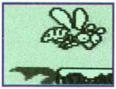
## VINE WEEVILS

Mindlessly moving left to right, the Weevils can be blasted to smithereens with two hits from Bart's slingshot. Don't move in too close to them.



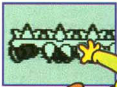
## MAD HORNETS

Moving about in an oval-shaped flight pattern, the buzzing Hornets also take two hits from the slingshot to send them packing. Don't get stung!



## PRICKLY PODS

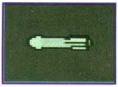
A rule of thumb: don't touch anything that looks like spikes. These pods are good examples of that rule. Go under and around instead of jumping.



MATT GROENING

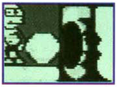
## MISSILES

Usually aimed right for Bart's head, the Missiles will turn around and go for a second attack if Bart doesn't get out of the way fast enough.



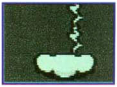
## WIND BLAST

From portholes in the castle, small blasts of wind (probably resulting from Homer snoring) are enough to push Bart off of the small platforms.



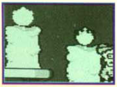
## LIGHTNING

The steady crackle of Lightning is what Bart will hear in the upper regions of the clouds. Wait patiently for an opening before proceeding onward.



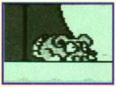
## CANDLES

Fire usually hurts. The flames from the Candles certainly fall into the "fire" category. All castle intruders should learn to avoid the flames.



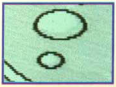
## MONSTER MICE

Even though there are traps all around, the mice still manage to roam free in the castle. Blast them with your slingshot until they croak.



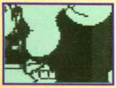
## CRACKERS

Strangely resembling bubbles, the Crackers in Homer the Huge's soup bowl are the only way for young Bart to cross the steaming sea of soup.



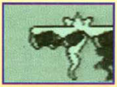
## FINGER OF DOOM

If Homer the Huge manages to see Bart roaming about in his castle, he'll try to put the squeeze on him. Don't get caught under his giant thumb!



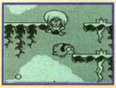
## PRICKLY VINES

These are like the vines Bart has seen before, but there are groups of spikes clinging to certain sections of them. Jump off the vine!



## MAD BIRDS

As Homer the Huge chases Bart down the beanstalk, numerous birds will become irate because their nests are being disrupted. Just avoid them.

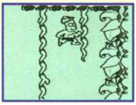


# UP THE BEANSTALK

An important thing to know is that if you collect 3 Magic Coins during a single jump, Bart will regain some lost energy. If he manages to snag 4 during a jump, he'll be temporarily invincible. Scout out groups of Magic Coins.

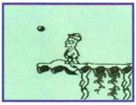
## VINE TO VINE

Bart can jump from vine to vine. This is especially helpful when trying to avoid Prickly Pods and other enemies on the beanstalk.



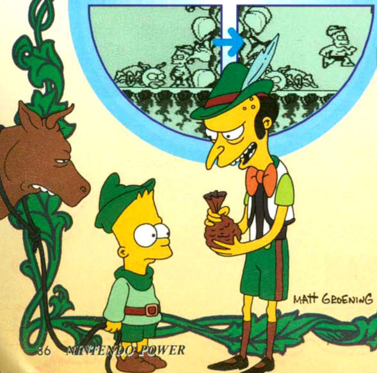
## SUPER SLINGSHOT

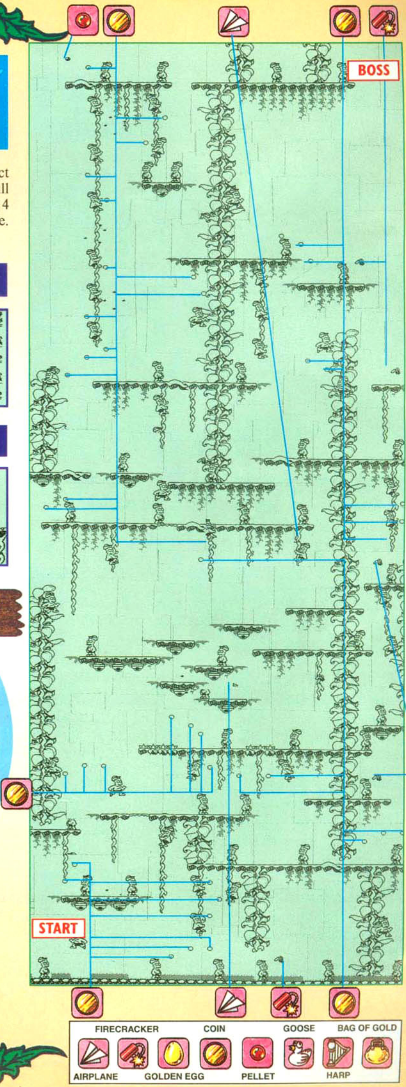
In the upper left corner of the beanstalk area, Bart can find a slingshot Power-Up. It will automatically equip Bart's slingshot with 5 rounds of Double Strength ammo.



## ANTZILLA

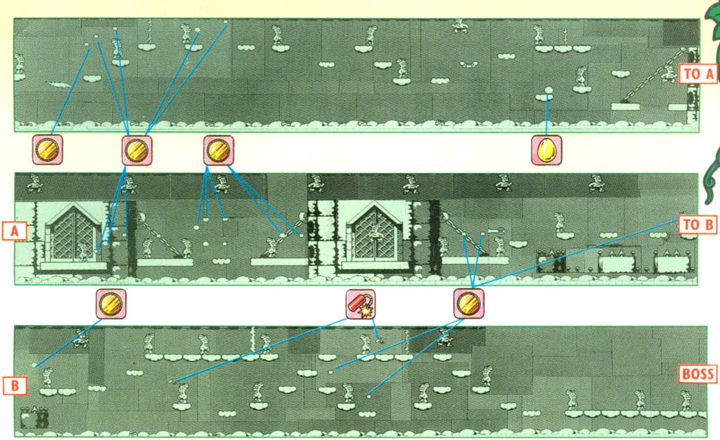
Antzilla crosses side to side at the ledge level and then moves up and down on the sides. It follows a repetitive pattern. Blast it as it is moving upward and as it is about to cross under you. Jump, Bart!


MATT GROENING


BOSS
START
FIRECRACKER
COIN
GOOSE
BAG OF GOLD
AIRPLANE
GOLDEN EGG
PELLET
HARP

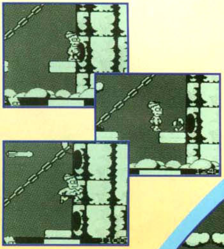
# THE STREET OF CLOUDS

It's not the street of dreams. It's not even close—more like the street of nightmares! The road from the top of the beanstalk to the giant's castle isn't paved with gold. It's not even paved at all! Bart has to jump from cloud to cloud, some of which will disappear when stepped on. There are some solid platforms, too. Bart will be able to take his time as he moves through this area, but just watch out for the Missiles!



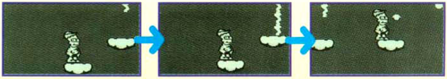
## BLOW HOLES

If Bart happens to be on a ledge near a hole in the castle wall when a blast of air comes out of it, he may be pushed off of the ledge that he's standing on. Jump up quickly!



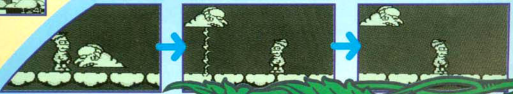
## WHEN THE LIGHTNING STRIKES

About every two to three seconds, a bolt of lightning streaks down onto certain clouds. It takes precise timing to safely avoid the blasts. Once you make your move, don't hesitate, or all will be lost.



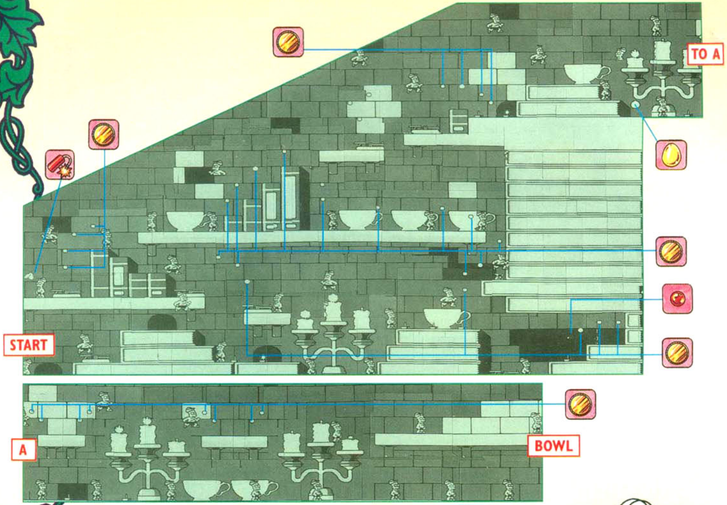
## MONTY CLOUD MONSTER

The cloud moves in the same way that Antzilla did, but it will also move across the top of the screen and strike with a series of deadly lightning bolts.



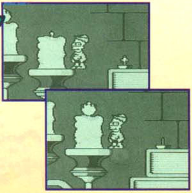
# BART ENTERS THE CASTLE

Fee, fi, fo, fum. What does that mean? Oh, who really cares! It's just a monosyllabic phrase that giants pride themselves on bellowing. An adventurous beanstalk climber will know how to get into the castle . . . talk your way in! There are a lot of obstacles and traps to watch out for in the first part of the Castle stage. Sewing needles, thumb tacks and gigantic mice are just a few of the hazards that Bart will face.



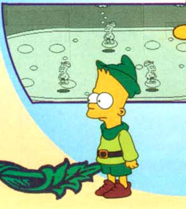
## WICK-ED

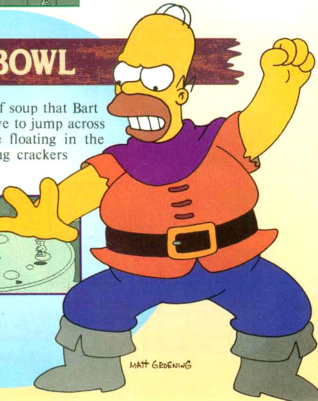
The candle wicks will ignite from time to time. Bart should watch his head so he doesn't end up getting burned.



## THE SOUP BOWL

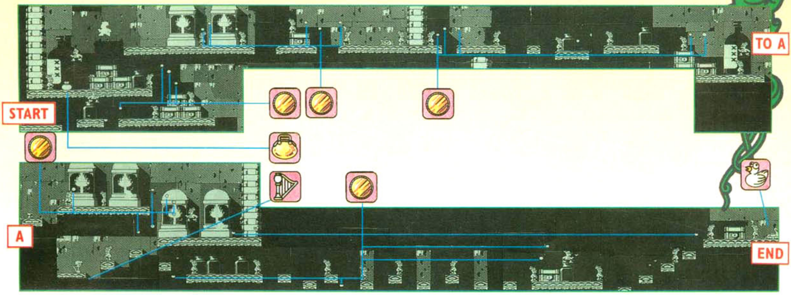
It's the biggest bowl of soup that Bart has ever seen! He'll have to jump across on the crackers that are floating in the broth. Watch for the falling crackers and a giant salt shaker.





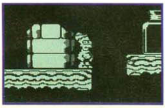
# STAY OUT OF THE LIGHT

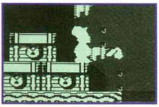
Homer the Huge sleeps lightly and it's been rumored that one of his eyes is always open. And if he sees a certain young whippersnapper trying to make off with his most prized treasures, he'll have to vote "thumbs down" on whether or not to spare the lad from a dose of pain. Caught in the light, a huge thumb will come crashing down upon Bart's head if he's slow to move or if he gets trapped by obstacles and enemies.



## LOVE THE DARK

Staying out of Homer the Huge's sight is crucial to Bart's survival in the Dungeon section of the Castle. You can use your firecrackers to clear the way of enemies. Just don't let Homer see you!



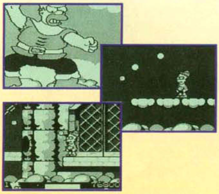


## MAKE A LIST

Bart needs to pick up the Bag of Gold, the Harp, and the Goose that lays the golden eggs. Your castle quest won't be complete without all three. They are the reason why you climbed up that silly vine in the first place!

## THE CHASE

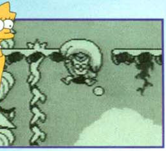
With Homer the Huge on his tail, Bart needs to beat a hasty retreat back through the Street of Clouds. There's no time to waste. Don't worry about taking a hit or two.



## DOWN THE BEANSTALK

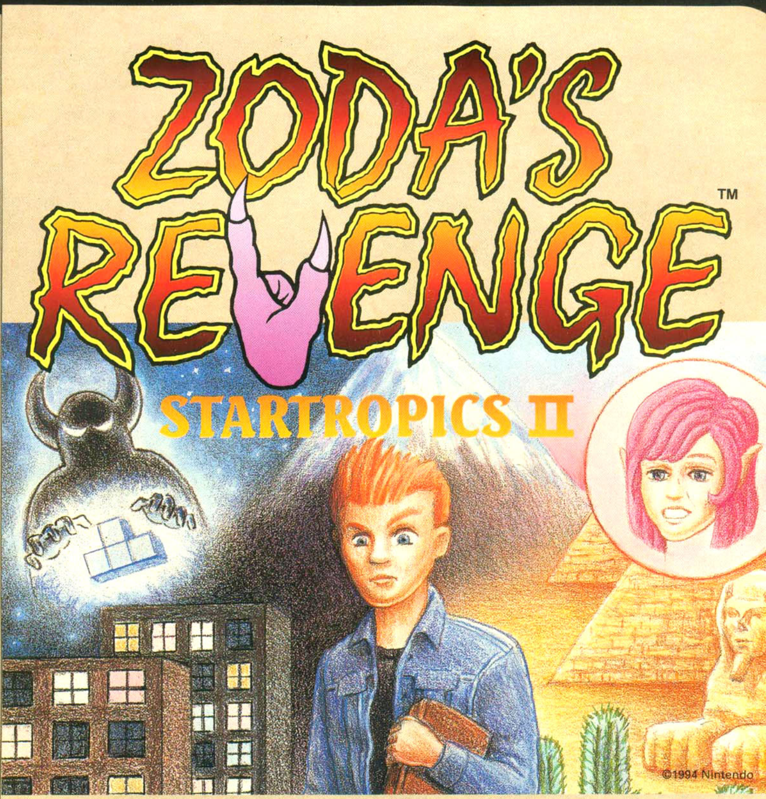
Grab a big leaf and parachute down—don't climb. Keep in mind that you should avoid enemies and obstacles, especially the birds. However, also keep in mind that Homer the Huge still wants to grind your bones to make his bread.

MATT GROENING

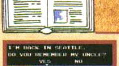


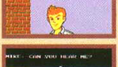
# ZODA'S REVENGE™

## STARTROPICS II

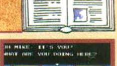


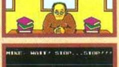
## TETRADS IN TIME


I'M BACK IN SEATTLE.
DO YOU REMEMBER MY UNCLE?
YES NO


MIKE. CAN YOU HEAR ME?

*When part-time adventurer Mike Jones clobbered the alien leader Zoda in orbit over the South Seas, he thought that his hero days were over. But, in fact, they've only just begun. Mike's uncle, Dr. J, found a puzzle on the side of the escape pod that carried seven space children. The solution to the puzzle will send Mike tumbling through time in search of seven magic Tetrads. This StarTropics sequel is a must for NES action and adventure fans.*


H MIKE. IT'S YOU?
HAT ARE YOU DOING HERE?


MIKE. WAIT! STOP...STOP!!!

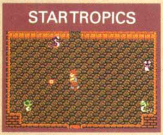
# PREPARE FOR A NEW ADVENTURE

## WHAT'S NEW IN NUMBER TWO

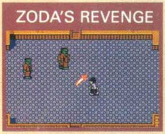
### AN ANGLE ON THE ACTION

Mike has more mobility than he had in the original StarTropics adventure. Now, he can run, jump and throw weapons diagonally.

STARTROPICS

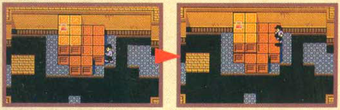


ZODA'S REVENGE



### MULTI-LEVEL MAZES

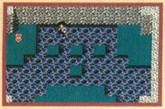
Many of the passages in Zoda's Revenge: StarTropics II are several floors deep. This change from the original game's single level mazes adds new dimension. Now, Mike can fall through hidden holes and climb to new heights.



## MAKING MIKE MOVE

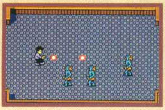
### JUMP

When Mike hops into the action-packed underground mazes, he really jumps. He can leap in eight directions and change angles in the air.



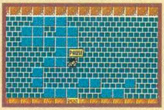
### ATTACK

There are several kinds of powerful weapons in the underground passages. Mike must use them to ward off evil maze dwellers.



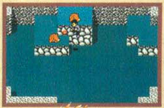
### USE ITEMS

Mike uses some special items, such as Hearts and Small Stars, as soon as he collects them. Others can be used at any time.



### AIR ATTACK

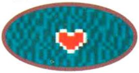
Mike can jump and toss weapons while he's in the air. This technique will serve him well in dungeons that have high-flying enemies.



## SPECIAL ITEMS

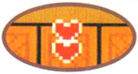
When the going gets tough, Mike can use Special Items for a boost in health or extra lives. Some Special Items immediately add to Mike's Heart Meter or lives in reserve. Others can be stored until they're needed.

### SMALL HEART



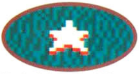
When enemies go down in defeat, they sometimes leave Small Hearts behind. Collect these items to restore one section of your Heart Meter.

### PAIR OF HEARTS



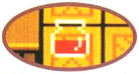
Pairs of Small Hearts are yours for the taking in some passages. When you grab them, two sections of your Heart Meter will be restored.

### SMALL STAR



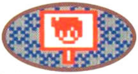
Like Small Hearts, Small Stars are left behind by some defeated enemies. If you accumulate five Stars, you'll earn a Heart.

### MEDICINE



Medicine can be used at any time in the maze where it is found. Use it to restore five sections of your Heart Meter.

### TRY YOUR LUCK SIGN

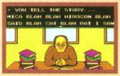


Try Your Luck Signs are a bit of a gamble. By grabbing them, you can either add to or subtract from your lives in reserve.

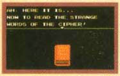
# CHAPTER 1: PRESENT-DAY SEATTLE

## THE CIPHER IS SOLVED

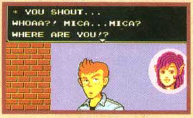
Dr. J has been working on a strange cipher that he found inscribed on the space children's escape pod. As the story begins, Mike has a clue that will unlock the mystery of the cipher and send him tumbling through time.



* YOU TELL THE STORY...
MICA BLAH BLAH HIROCON BLAH
SAID BLAH CAT BLAH RAT I SAW



AH. HERE IT IS...
NOW TO READ THE STRANGE
WORDS OF THE CIPHER!

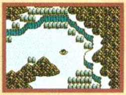


* YOU SHOUT...
WHOAA?! MICA...MICA?
WHERE ARE YOU!?

# CHAPTER 2: CAVE DWELLERS

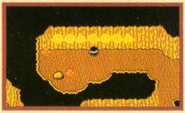
## DANGER! THIN ICE!

Mike's first stop in time is the prehistoric era of the cave dwellers. As you guide our hero to a cave in the north, you'll fall through the snow and ice into a series of underground passages. The passages are home to Bears and Wild Boars. Grab some Rocks and fight your way out, then continue your journey to the cave. The people in the cave need your help with an untamed creature who has been causing a big stir.



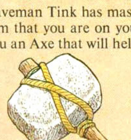
## CAVE CLUE

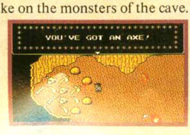
The man-eating monster Yum-Yum has been kidnapping the inhabitants of this small cave community. It's up to you to stop Yum-Yum before he causes too much trouble. Look for a clue on the cave wall that will help you make your way through Yum-Yum's maze.



## TAKE TINK'S AXE

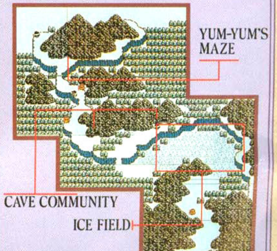
Caveman Tink has mastered the art of toolmaking. If you tell him that you are on your way to Yum-Yum's maze, he'll give you an Axe that will help you take on the monsters of the cave.



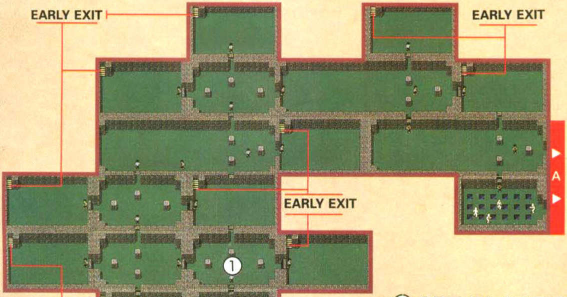


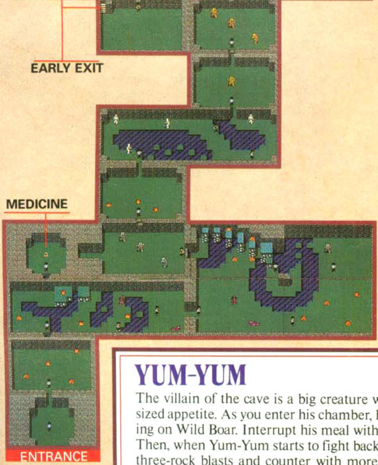
YOU'VE GOT AN AXE!

### THE LAND OF CAVE DWELLERS

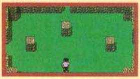


# YUM-YUM'S MAZE

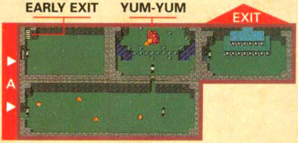

EARLY EXIT
EARLY EXIT
A
EARLY EXIT
①


EARLY EXIT
MEDICINE
ENTRANCE

## ① ART IN ACTION

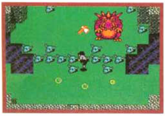


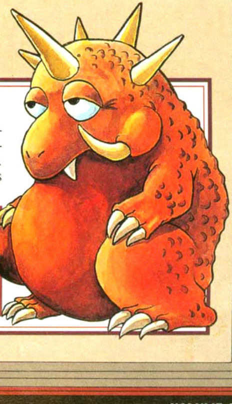
Deep in Yum-Yum's Cave are symbols that relate to Caveman Pikazo's drawing. Use the order of the symbols to find Yum-Yum.


EARLY EXIT
YUM-YUM
EXIT
A

## YUM-YUM

The villain of the cave is a big creature with a monster-sized appetite. As you enter his chamber, he will be feasting on Wild Boar. Interrupt his meal with an Axe attack. Then, when Yum-Yum starts to fight back, jump over his three-rock blasts and counter with more Axe power.

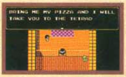




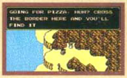
# CHAPTER 3: ANCIENT EGYPT

## CLEOPATRA'S REQUEST

The demise of Yum-Yum has lead to the discovery of one of the seven mystic Tetrads. It is now clear that Mike is traveling through time to collect all of the Tetrads and bring them to the space children. Mike's new location is Ancient Egypt, where the Queen of the Nile, Cleopatra, is waiting on her barge for an important delivery. If you can help Mike retrieve the item that Cleopatra craves, she will take you to the next Tetrad.



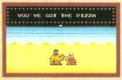
BRING ME MY PIZZA AND I WILL TAKE YOU TO THE TETRAD



GOING FOR PIZZA. HUH? CROSS THE BORDER HERE AND YOU'LL FIND IT

## SCORPION'S NEST

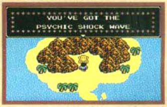
Cleopatra has been waiting for a Pizza from Ancient Italy. If you can track down this prize, she'll return the favor with passage to the other side of the Nile. Make sure to trade for a Dagger in the hidden shop near the barge, then take a shortcut through the nest of a Giant Scorpion and find the pizza before it gets cold.



YOU'VE GOT THE PIZZA

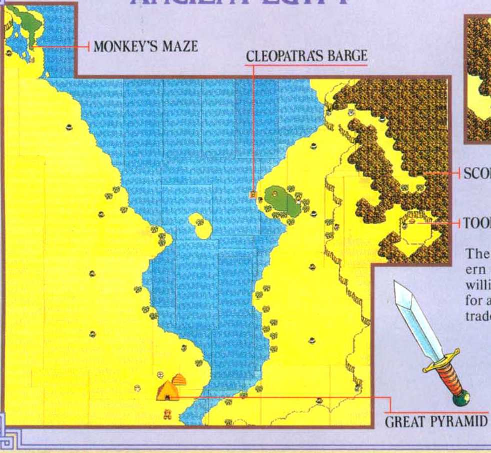
## MONKEY BUSINESS

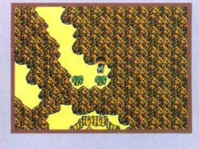
The Tetrad is inside The Great Pyramid. In order to enter the Pyramid, you must seek out the magic of a Monkey that lives in a grassy maze to the north.



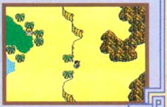
YOU'VE GOT THE PSYCHIC SHOCK WAVE

## ANCIENT EGYPT





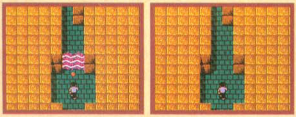
The shopkeeper on the eastern end of a hidden tunnel is willing to trade Tink's Axe for a sharp Dagger. Make the trade and move on.

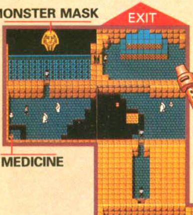


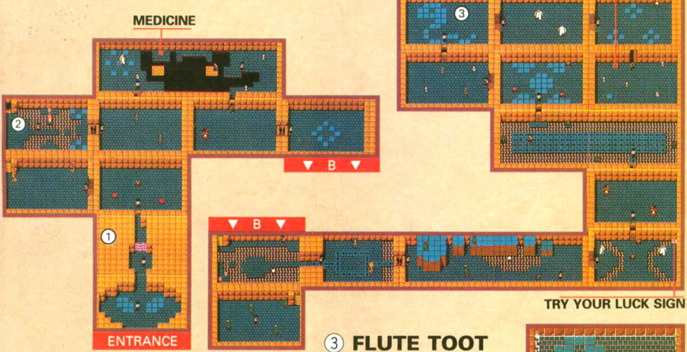
# THE GREAT PYRAMID

## ① FRY THE FORCE FIELD

The Monkey in the maze will reward you with a power called the Psychic Shock Wave. You'll be able to use this weapon to destroy the force field at the entrance of the Pyramid.





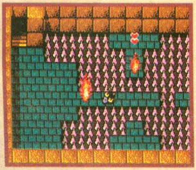


## THE FLUTE

The Flute of the Great Pyramid has one very special purpose. Use it in the room with a snake tile design to call on a trio of passage-opening Cobras.

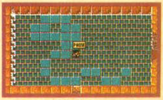
## ② TRIPLE THREAT

Spikes, hidden holes and flames await you in this dangerous room. Move slowly and methodically to avoid being singed by the flames. If you fall through a hidden hole, make note of its location, then avoid it when you return.



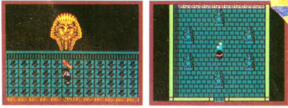
## ③ FLUTE TOOT

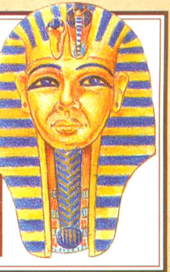
After you receive the Flute and return to the room with tiles in a snake-shaped design, play the instrument to call on three Cobras, then beat the Cobras to open up a secret passage.



## MONSTER MASK

The Mask of the great pharaoh has taken on a life of its own. Jump over the Mask's spread shots and fire whenever you have a clear shot. Clear out of the way as the Mask rotates and shoots out its deadly beam.

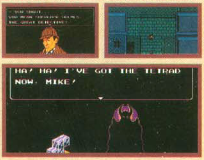




# CHAPTER 4: 19th CENTURY LONDON

## CASE OF THE MISSING TETRAD

The plot thickens as Mike warps to 19th-Century London and meets up with famous detective Sherlock Holmes. It seems that a villain named Zoda-X has been staking out the museum and has his eye on a piece that resembles one of the Mystic Tetrads. Sherlock suggests that Mike meet him at the museum to make sure that the villain is caught red-handed.

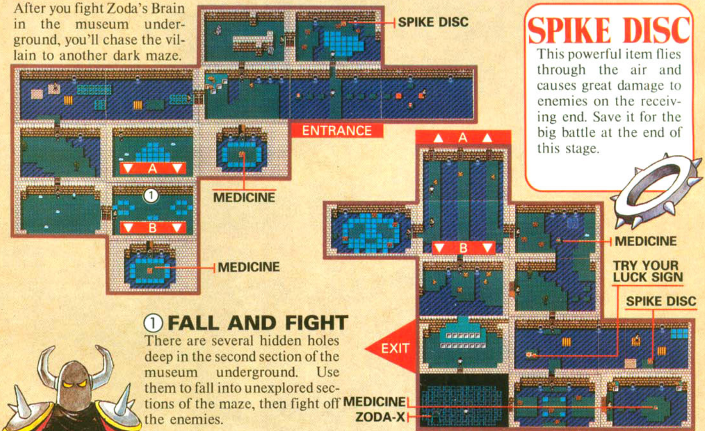


YOU MEAN SHERLOCK HOLMES, THE GREAT DETECTIVE?

HA! HA! I'VE GOT THE TETRAD NOW, MIKE!

## UNDER THE MUSEUM

After you fight Zoda's Brain in the museum underground, you'll chase the villain to another dark maze.

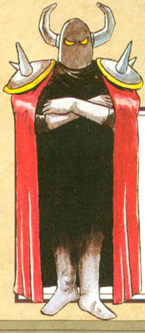


### SPIKE DISC

This powerful item flies through the air and causes great damage to enemies on the receiving end. Save it for the big battle at the end of this stage.

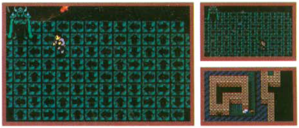
### ① FALL AND FIGHT

There are several hidden holes deep in the second section of the museum underground. Use them to fall into unexplored sections of the maze, then fight off the enemies.



### ZODA-X

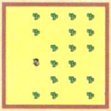
This clone of the original Zoda is one of three copies of the creep that are after the Tetrads. You'll meet him in a room with conveyors that pull in several different directions. Jump continuously to keep from sliding into Zoda-X's shots, then fire when you're close.

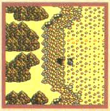


# THE ADVENTURE CONTINUES

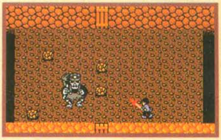
## CHAPTER 5

From 19th-Century London, Mike travels to San Francisco, circa 1849. The precious stone that Mike is after was spotted in a now covered-up mine. Mike must carefully listen to clues and figure out how to open the entrance to the mine. The solution involves Dynamite and a curious Cactus.



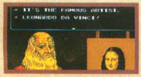


A Tetrad is hidden deep within a closed mine in the Gold Rush setting of San Franciso in 1849.



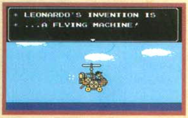
## CHAPTER 6

The great artist and scientist, Leonardo da Vinci, plays host to Mike in Chapter 6. Leonardo has come into contact with the second of three Zoda clones. Zoda-Y blasted Leonardo with a plaster-like substance, turning the Renaissance Man into a statue. It's up to Mike save Leo from his solidified state.

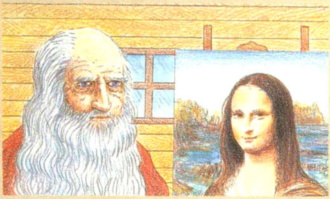


+ IT'S THE FAMOUS ARTIST,
+ LEONARDO DA VINCI!

A hammer and chisel are needed to break Leonardo out of his plaster cocoon.

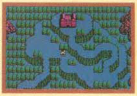


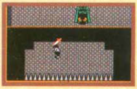
+ LEONARDO'S INVENTION IS
+ ...A FLYING MACHINE!



## CHAPTER 7

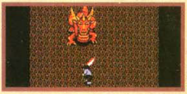
Dark forces loom in Chapter 7. Mike is taken abruptly from Renaissance Italy to Transylvania where ghosts, zombies, monsters and an evil clone prevail. This action-packed episode in Mike's trip through time will prove to be one of his most challenging adventures. Help him find his way through a maze-like mansion, then confront the clone.





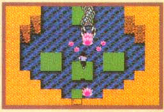
## CHAPTER 8

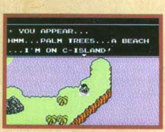
This last journey into the past will answer a lot of questions for our young adventurer. King Arthur seeks Mike's help in slaying a terrible beast that lurks in a mysterious cave.



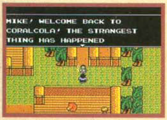
## CHAPTER 9

Once the last Tetrad is in Mike's possession, a final battle will take place with the alien forces that have been shadowing our hero. It's up to you to see that Mike is victorious.

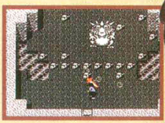




+ YOU APPEAR...
HMM...PALM TREES...A BEACH
...I'M ON C-ISLAND!



MIKE! WELCOME BACK TO
CORALCOLA! THE STRANGEST
THING HAS HAPPENED



WATCH FOR DETAILS ON ADVANCED CHAPTERS NEXT ISSUE!

GRA
PR

# IMPROVE YOUR HANG TIME WITH

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PLAYER'S POLL CONTEST

## SECOND PRIZE

**5 WINNERS**

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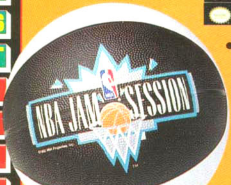
Acclaim
SUPER NINTENDO

- SUPER NES NBA JAM™ GAME PAKS FROM ACCLAIM ENTERTAINMENT
- OFFICIAL NBA JAM™ BASKETBALLS FROM SPALDING


NBA JAM SESSION

## THIRD PRIZE

**50 WINNERS**

YOU'LL NEVER BE
**REJECTED**
WEARING AN OFFICIAL NINTENDO POWER T-SHIRT!

# PLAYER'S POLL

Please answer the following questions on the postcard provided below, then enter our Player's Poll Contest by sending it in!

**A. Which Nintendo Systems do you own?**

1. NES only
2. Game Boy only
3. Super NES only
4. NES and Game Boy
5. NES and Super NES
6. Super NES and Game Boy
7. I own all three systems

**B. What other systems do you own? (Circle all that apply)**

1. Sega Genesis
2. Sega Master System
3. Sega CD
4. Sega Game Gear
5. TurboGrafx-16
6. Atari Lynx
7. Atari Jaguar
8. 3DO

**C. Did you receive a Nintendo System mentioned in question A for the holidays?**

1. Yes
2. No

**D. How old are you?**

1. Under 6
2. 6-11
3. 12-14
4. 15-17
5. 18-24
6. 25 or older

**E. Sex**

1. Male
2. Female

**F. Please indicate, in order of preference, your five favorite Super NES games.**

**G. Please indicate, in order of preference, your five favorite Game Boy games.**

**H. Please indicate, in order of preference, your five favorite NES games.**

**I. Trivia Test: If Bugs Bunny can eat five bunches of carrots a minute, and there are seven in a bunch, how many carrots can Bugs eat in half an hour?**

## Answers to the Player's Poll - Volume 57

Name ____________________ Tel. ____________________

Address ________________________________________

City ______________ State/Prov. ______________ Zip/Postal ______________

Membership Number ____________________ Age ____________________

**Please answer by circling the numbers that correspond to the survey questions above.**

**A.**
**1 2 3 4 5 6 7**

**B.**
**1 2 3 4 5 6 7 8**

**C.**
**1 2**

**D.**
**1 2 3 4 5 6**

**E.**
**1 2**

**F.** Indicate numbers from 1-110 (from the list on the back of the card) 1.______ 2.______ 3.______ 4.______ 5.______

**G.** Indicate numbers 111-170 (from the list on the back of the card) 1.______ 2.______ 3.______ 4.______ 5.______

**H.** Indicate numbers 171-221 (from the list on the back of the card) 1.______ 2.______ 3.______ 4.______ 5.______

**I.** Trivia Answer ________________________________________

## PLUS... GET POWER TO BURN WITH BACK ISSUES AND TIP BOOKS!

**Did you know that you can get back issues of Nintendo Power? Or special Tip Books designed to make you a Power Animal? Well, you can! Just fill out the other side of this card.**

**So what are you waiting for? Fill it out. Detach it. Mail it. Here's the address:**

**Nintendo Power Magazine,**
**P.O. Box 97032**
**Redmond, WA 98073-9732**

## Super NES Games

1. ABC Monday Night Football
2. ActRaiser
3. ActRaiser 2
4. Aero the Acrobat
5. Alien³
6. Alien vs. Predator
7. Batman Returns
8. Battlecars
9. Battletoads in Battlemaniacs
10. Battletoads & Double Dragon: The Ultimate Team
11. Brett Hull Hockey
12. Bugs Bunny's Rabbit Rampage
13. Bubsy in Claws Encounters of the Furred Kind
14. Bulls vs. Blazers and the NBA Playoffs
15. Championship Pool
16. Choplifter III
17. Clay Fighter
18. Claymates
19. Contra III: The Alien Wars
20. Cool Spot
21. Cybernator
22. Daffy Duck: The Marvin Missions
23. Desert Strike
24. Disney's Aladdin
25. Equinox
26. E.V.O.: The Search for Eden
27. Family Feud
28. Final Fantasy II
29. Final Fantasy Mystic Quest
30. Final Fight
31. Final Fight 2
32. Flashback
33. F-Zero
34. Goof Troop
35. Inspector Gadget
36. Jimmy Connors' Pro Tennis Tour
37. Jurassic Park
38. The Legend of Zelda: A Link to the Past
39. Lester the Unlikely
40. Lord of the Rings
41. The Lost Vikings
42. Madden NFL '94
43. The Magical Quest Starring Mickey Mouse
44. Mario's Missing
45. Mario Paint
46. Mech Warrior
47. Metal Combat: Falcon's Revenge
48. Monopoly
49. Mortal Kombat
50. NBA All-Star Challenge
51. NCAA Basketball
52. NHLPA Hockey '93
53. NHL Hockey '94
54. NHL Stanley Cup
55. Nigel Mansell's World Championship
56. Pak-Attack
57. Pilotwings
58. Pro Sport Hockey
59. Relief Pitcher
60. Riddick Bowe Boxing
61. Road Runner's Death Valley Rally
62. Rock & Roll Racing
63. Run Saber
64. Secret of Mana
65. The Seventh Saga
66. Shadowrun
67. Shanghai II: Dragon's Eye
68. Side Pocket
69. SimAnt
70. SimCity
71. SimEarth
72. The Simpsons: Bart's Nightmare
73. Skyblazer
74. Soldiers of Fortune
75. Spider-Man and the X-Men in Arcade's Revenge
76. Sports Illus. Championship Football & Baseball
77. Star Fox
78. Street Fighter II Turbo
79. Street Fighter II: The World Warrior
80. Super Black Bass
81. Super Bomberman
82. Super Castlevania IV
83. Super Conflict
84. Super Empire Strikes Back
85. Super Ghouls & Ghosts
86. Super Mario All-Stars
87. Super Mario Kart
88. Super Mario World
89. Super NBA Basketball
90. Super Solitaire
91. Super Star Wars
92. Super Strike Eagle
93. T2: The Arcade Game
94. Tiny Toon Adventures — Buster Busts Loose
95. TMNT IV: Turtles in Time
96. TMNT Tournament Fighter
97. Top Gear
98. Top Gear 2
99. Utopia
100. Vegas Stakes
101. Where in the World is Carmen Sandiego?
102. Wicked 18
103. Wing Commander: The Secret Wars
104. Winter Extreme Skiing and Snowboarding
105. Winter Olympic Games
106. WWF Royal Rumble
107. Yoshi's Cookie
108. Yoshi's Safari
109. Young Merlin
110. Zombies Ate My Neighbors

## Game Boy Games

111. Alien³
112. Baseball
113. Batman: Return of the Joker
114. Batman: The Animated Adventure
115. Battletoads
116. Battletoads in Ragnarok's World
117. Bionic Commando
118. Bubble Bobble 2
119. Caesars Palace
120. Castlevania II: Belmont's Revenge
121. Darkwing Duck
122. Dr. Mario
123. F-1 Race
124. Faceball 2000
125. Final Fantasy Adventure
126. Final Fantasy Legend
127. Final Fantasy Legend II
128. Final Fantasy Legend III
129. Gargoyle's Quest II
130. Golf
131. Indiana Jones & The Last Crusade
132. Jurassic Park
133. Kirby's Dreamland
134. Kirby's Pinball Land
135. The Legend of Zelda: Link's Awakening
136. Looney Tunes
137. Mega Man in Dr. Wily's Revenge
138. Mega Man II
139. Mega Man III
140. Mega Man IV
141. Metriod II: Return of Samus
142. Monopoly
143. Mortal Kombat
144. NBA Challenge 2
145. Operation C
146. Pac-Man
147. Paperboy
148. The Ren & Stimpy Show
149. The Simpsons: Escape from Camp Deadly
150. The Simpsons: Bart and the Beanstalk
151. Speedy Gonzalez
152. Spider-Man & The X-Men in Arcade's Revenge
153. Sports Illustrated Championship Football & Baseball
154. Super Mario Land
155. Super Mario Land 2 — 6 Golden Coins
156. Super R.C. Pro-Am
157. Star Trek: The Next Generation
158. Tecmo Bowl
159. Tetris
160. Tetris 2
161. Tiny Toon Adventures
162. Tom & Jerry: Frantice Antics
163. TMNT: Back from the Sewers
164. TMNT: The Fall of the Foot Clan
165. TMNT III: Radical Rescue
166. Ultima—Runes of Virtue II
167. WWF King of the Ring
168. Yoshi
169. Yoshi's Cookie
170. Zen Intergalatic Ninja

## NES GAMES

171. The Addams Family: Pugsley's Scavenger Hunt
172. Baseball Stars
173. Batman Returns
174. Battletoads
175. Battletoads & Double Dragon: The Ultimate Team
176. Blades of Steel
177. Bubble Bobble 2
178. Caesars Palace
179. Castlevania III — Dracula's Curse
180. Darkwing Duck
181. Disney's Duck Tales
182. Disney's Duck Tales 2
183. Disney's Chip 'n Dale Rescue Rangers 2
184. Dragon Warrior
185. Dragon Warrior II
186. Dragon Warrior III
187. Dragon Warrior IV
188. Dr. Mario
189. Final Fantasy
190. Jurassic Park
191. Kirby's Adventure
192. The Legend of Zelda
193. Mega Man
194. Mega Man II
195. Mega Man III
196. Mega Man IV
197. Mega Man V
198. Mega Man VI
199. Metroid
200. Mighty Final Fight
201. Monopoly
202. Ms. Pac-Man
203. NES Open Tournament Golf
204. Pac-Man
205. Super Mario Bros.
206. Super Mario Bros. 2
207. Super Mario Bros. 3
208. Teenage Mutant Ninja Turtles
209. Tecmo Bowl
210. Tecmo NBA Basketball
211. Tecmo Super Bowl
212. Tetris
213. Tetris 2
214. Tiny Toon Adventures
215. TMNT Tournament Fighter
216. TMNT II: The Arcade Game
217. TMNT III: The Manhattan Project
218. Yoshi
219. Yoshi's Cookie
220. Zelda II: The Adventure of Link
221. Zoda's Revenge: StarTropics II

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One entry per person, please. All entries must be postmarked no later than March 1, 1994. We are not responsible for lost or misdirected mail.
On or about March 15, 1994, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine or Nintendo of America Inc. without further compensation. Prizes are limited to one per household.
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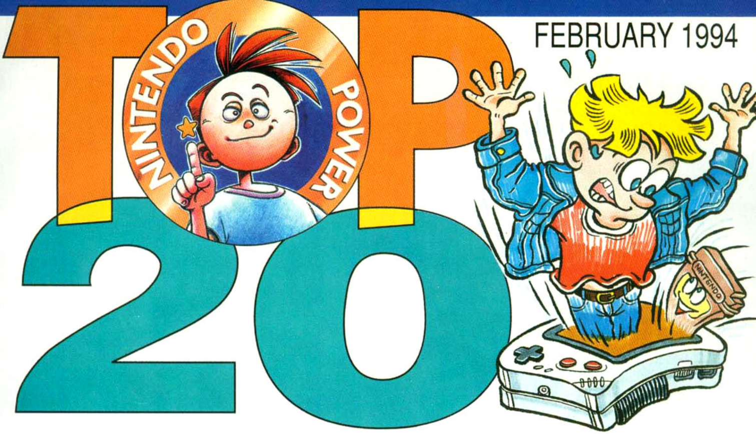
# TOP 20



FEBRUARY 1994

While the top of the charts haven't changed around much this month, the rest of the Top 20 is a free-for-all. The biggest showing has to be Jurassic Park, hitting the Top 10 on all three systems. Not bad for a few hungry dinosaurs. Tetris 2 debuts on the NES chart with a high score as well!

## SUPER NES

**1** 18,295 POINTS
3 MONTHS

### MORTAL KOMBAT

TEST YOUR MIGHT

What a showing! Three months on the Top 20 and Mortal Kombat is in the number one position all three months.

**2** 17,026 POINTS
6 MONTHS

### STREET FIGHTER II TURBO

The moves of the original Street Fighter II join up with the bosses to make an all-around classic.

**3** 14,060 POINTS
26 MONTHS

### THE LEGEND OF ZELDA: A LINK TO THE PAST

Strong player votes will keep Link hanging around at the top of the list for months to come.

**4** 9,909 POINTS

### SUPER MARIO ALL-STARS

Here's your chance to play all of the classic Mario games on the Super NES.

**5** 8,341 POINTS

### STAR FOX

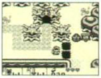
Fox is flying into the Hall of Fame with his adventure. Check out the power of the FX Chip.

| | | |
|---|---|---|
| 6 | 7,853 POINTS | JURASSIC PARK |
| 7 | 6,994 POINTS | SUPER MARIO KART |
| 8 | 6,801 POINTS | SECRET OF MANA |
| 9 | 5,989 POINTS | MARIO PAINT |
| 10 | 5,491 POINTS | FINAL FANTASY II |
| 11 | 4,395 POINTS | STREET FIGHTER II: THE WORLD WARRIOR |
| 12 | 3,752 POINTS | NHLPA HOCKEY '93 |
| 13 | 3,410 POINTS | SUPER MARIO WORLD |
| 14 | 3,245 POINTS | SIMCITY |
| 15 | 3,138 POINTS | F-ZERO |
| 16 | 3,106 POINTS | NCAA BASKETBALL |
| 17 | 2,741 POINTS | ALIEN$^3$ |
| 18 | 2,691 POINTS | DISNEY'S ALADDIN |
| 19 | 2,493 POINTS | THE LOST VIKINGS |
| 20 | 2,427 POINTS | SUPER EMPIRE STRIKES BACK |

## GAME BOY

**1**
18,735 POINTS
10 MONTHS

### THE LEGEND OF ZELDA: LINK'S AWAKENING



Link's newest adventure has the crowds begging for more. You've got to play this game!

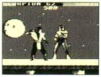
**2**
15,616 POINTS
17 MONTHS

### SUPER MARIO LAND 2: 6 GOLDEN COINS

Wario has booted Mario out of his castle, and now Mario must battle to get it back.

**3**
12,972 POINTS
3 MONTHS

### MORTAL KOMBAT



Now you can take the fighting to the streets, or anywhere you go with your Game Boy.

**4**
11,483 POINTS

### KIRBY'S DREAM LAND

This bag of wind will blow over the enemies every time. Watch out for Kirby!

**5**
10,107 POINTS

### TETRIS

It may be a classic, but this game still keeps the players' votes rolling in.

| | | |
|---|---|---|
| 6 | 10,023 POINTS | SUPER MARIO LAND |
| 7 | 10,020 POINTS | METROID II: RETURN OF SAMUS |
| 8 | 7,508 POINTS | JURASSIC PARK |
| 9 | 6,363 POINTS | FINAL FANTASY ADVENTURE |
| 10 | 5,716 POINTS | DR. MARIO |
| 11 | 5,369 POINTS | FINAL FANTASY LEGEND III |
| 12 | 4,434 POINTS | FINAL FANTASY LEGEND |
| 13 | 3,784 POINTS | FINAL FANTASY LEGEND II |
| 14 | 3,613 POINTS | FACEBALL 2000 |
| 15 | 3,150 POINTS | YOSHI'S COOKIE |
| 16 | 2,920 POINTS | KIRBY'S PINBALL LAND |
| 17 | 2,750 POINTS | F-1 RACE |
| 18 | 2,572 POINTS | MEGA MAN II |
| 19 | 2,536 POINTS | YOSHI |
| 20 | 2,493 POINTS | THE REN & STIMPY SHOW |

## NES

**1**
12,445 POINTS
65 MONTHS

### THE LEGEND OF ZELDA

Link's original epic quest is back on top again this month. The demand for this game keeps on coming.

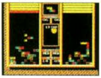
**2**
11,863 POINTS
52 MONTHS

### SUPER MARIO BROS. 3

This game is twice as popular as before, now that it can be played on the Super NES as well.

**3**
10,487 POINTS
1 MONTH

### TETRIS 2



Tetris players are busting down the doors to get at this game. Grab it while you can!

**4**
7,794 POINTS

### KIRBY'S ADVENTURE

Kirby is a hot property on both the Game Boy and NES systems. He's not just full of hot air!

**5**
7,629 POINTS

### TECMO SUPER BOWL

As the dust clears after the real Super Bowl, you can play it again with this game.

| | | |
|---|---|---|
| 6 | 6,526 POINTS | FINAL FANTASY II |
| 7 | 6,426 POINTS | METROID |
| 8 | 6,004 POINTS | JURASSIC PARK |
| 9 | 5,912 POINTS | BASEBALL STARS |
| 10 | 4,981 POINTS | BATTLETOADS |
| 11 | 4,821 POINTS | DR. MARIO |
| 12 | 4,748 POINTS | MEGA MAN V |
| 13 | 4,695 POINTS | DRAGON WARRIOR IV |
| 14 | 4,365 POINTS | TETRIS |
| 15 | 4,317 POINTS | BLADES OF STEEL |
| 16 | 4,019 POINTS | DISNEY'S DARKWING DUCK |
| 17 | 3,820 POINTS | ZELDA II: THE ADVENTURE OF LINK |
| 18 | 3,796 POINTS | MONOPOLY |
| 19 | 3,706 POINTS | SUPER MARIO BROS. 2 |
| 20 | 3,554 POINTS | MEGA MAN IV |

# NOW PLAYING

FEBRUARY
1994

## LOOK FOR THESE RELEASES SOON

### CHOPLIFTER III

| | |
|---|---|
| Company | Extreme |
| Suggested Retail Price | $49.99 |
| Release Date | February 1994 |
| Memory Size | 4 Megabits |
| Game Type | Side-scrolling helicopter combat and rescue |

Take to the air with Choplifter III in this month's Power review. You'll see how Extreme put together a helicopter fire fight in the arcade mold.

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+ Good control of your chopper and constant shooting action. You get a real sense of combat, similar to Desert Strike. The password lets you start where you left off. Very engaging.

– The missions aren't very complex and don't require much thought. Some enemies blast you when they're not even visible.

### RELIEF PITCHER

| | |
|---|---|
| Company | Left Field |
| Suggested Retail Price | Not Available |
| Release Date | January 1994 |
| Memory Size | 16 Megabits |
| Game Type | Arcade baseball for two players |

Out of the bullpen and into the Super NES spotlight comes Relief Pitcher. Does it measure up to its arcade cousin? Read this month's Sports Scene review for the box score.

+ Good pitching control including super pitches. The scenario-based game play of the Relief Pitcher mode is great for quick games while the Starting Pitcher mode gives you the chance to go the distance.

– The poor fielding perspective--low and looking out from the plate--makes controlling defensive players difficult and frustrating.

### YOUNG MERLIN

| | |
|---|---|
| Company | Virgin Games |
| Suggested Retail Price | Not Available |
| Release Date | February 1994 |
| Memory Size | 16 Megabits |
| Game Type | Overhead adventure for one player |

Young Merlin explores an enchanted land that is threatened by the Shadow King. This month, Power takes you into the heart of this magical adventure.

+ A fascinating hint system using symbols and Zelda-like adventure and puzzle-solving. Excellent sound and interesting items and weapons.

– The graphics are rather small and not overly detailed. Play control took some getting used to since enemies can attack on the diagonal as in Arcus Odyssey. The play isn't very deep.

### CHAMPIONSHIP POOL

| | |
|---|---|
| Company | Mindscape |
| Suggested Retail Price | $64.95 |
| Release Date | November 1993 |
| Memory Size | 8 Megabits |
| Game Type | Pool for up to eight players |

Pool any way you like it is what you get with Mindscape's Championship Pool. Sports Scene chalks up for a quick game this month.

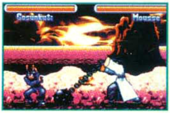
+ There are twelve games to choose from, including most of the popular pool games. Nice graphics with some cool viewpoints (although not all the viewpoints are conducive to play).

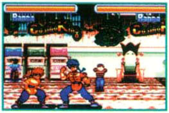
– Some of the play controls are non-intuitive. You'll have to practice with this game before it feels natural.

## RANMA 1/2

| | |
|---|---|
| **Company** | **DTMC** |
| **Suggested Retail Price** | **$64.99** |
| **Release Date** | **December 1993** |
| **Memory Size** | **12 Megabits** |
| **Game Type** | **Tournament Fighting for two players** |

It may look like just another fighting game, but Ranma 1/2 has more of a comic appeal than most games of this type. The characters come from a Japanese comic book about a family whose dad teaches martial arts. The kids become masters and thrash would-be bullies. In this tournament game, you can choose any of ten characters, including a panda. Since you can play a Team mode with up to five players on a team, this really becomes a brawl.





+ Nice graphics and some unique characters (especially the panda). Fans of the comics should enjoy the game. The team mode gives it a different dimension.

– The game play is in the Street Fighter II mold. Nothing new.

## SIDE POCKET

| | |
|---|---|
| **Company** | **Data East** |
| **Suggested Retail Price** | **Not Available** |
| **Release Date** | **December 1993** |
| **Memory Size** | **8 Megabits** |
| **Game Type** | **Pool for one or two players** |

Side Pocket takes a different tack when it comes to pool. Compare this trick-shooting, traveling pool tour to the competition in this month's Sports Scene.

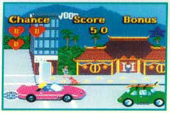
+ Control is easy and precise. The trick shooting option is challenging.

– Fewer pool games are included than in Championship Pool.

## BARBIE SUPER MODEL

| | |
|---|---|
| **Company** | **Hi-Tech Expressions** |
| **Suggested Retail Price** | **$59.95** |
| **Release Date** | **February 1994** |
| **Memory Size** | **8 Megabits** |
| **Game Type** | **High fashion doll simulation** |

Do you have the look? If you've ever dreamed about being a high fashion model and what red-blooded American game player hasn't? --here's your chance to see if you have what it takes. Identify different shades of eyeliner. Learn to walk on a runway in a fashion show. Drive a hot car at school zone speeds. Look into a mirror. Yes, you too can live the enchanted life of Barbie.



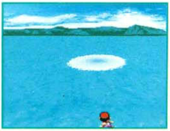
+ Barbie fans will love the interactive nature of this super dress up game.

– The typical player probably won't find anything of interest. Expect a sort of Sim Model experience.

## MARIO'S TIME MACHINE

| | |
|---|---|
| **Company** | **Mindscape** |
| **Suggested Retail Price** | **Not Available** |
| **Release Date** | **January 1994** |
| **Memory Size** | **8 Megabits** |
| **Game Type** | **Edutainment** |

Mindscape's second edutainment product featuring Nintendo's Mario character sends the famous plumber down the drains of time in search of artifacts stolen by time-tripping koopas. As with Mario Is Missing, the game has none of the action normally associated with one of Nintendo's Mario games. In this edutainment title, you'll collect information at different places and times, which fill in the blanks on a quiz page. The one action element is Time Surfing, which uses a Mode 7 effect.



+ Unlike Carmen Sandiego games, you don't have to know the subject to play the game. You can actually learn a thing or two.

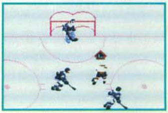
– Non-intuitive commands can make the game frustrating to control. Players expecting a traditional Mario game will not find it here.

## PRO SPORT HOCKEY

| | |
|---|---|
| **Company** | **Jaleco** |
| **Suggested Retail Price** | **Not Available** |
| **Release Date** | **February 1994** |
| **Memory Size** | **8 Megabits** |
| **Game Type** | **Hockey for two players** |

Sports Scene covers more hockey action with its look this month at Pro Sport Hockey from Jaleco.

+ Big characters, including a big, easily seen puck. NHLPA license, line editing, battery-backed memory and options like Fatigue and Home Luck add value.



– A narrow field of view limits how you set up plays. It's difficult to pass accurately because your team-mates are off the screen. The momentum seems particularly slow.

## RIDDICK BOWE BOXING

| | |
|---|---|
| **Company** | **Extreme** |
| **Suggested Retail Price** | **$59.99** |
| **Release Date** | **December 1993** |
| **Memory Size** | **4 Megabits** |
| **Game Type** | **Boxing for two players** |

Riddick Bowe Boxing proves that you don't have to be a memory hog to be a heavyweight. See why this game ranks as one of the best in boxing in this month's Sports Scene.

+ The realistic action lets you move around the ring and pick your punches. You have to out think computer opponents to win. Good challenge in the tournament mode.

– The graphics have a cartoon feel that detracts from the otherwise realistic feel of the game. Play control isn't always responsive. Sometimes you'll try to throw a punch, but the game won't let you.

## ROBOCOP VS. THE TERMINATIOR

| | |
|---|---|
| Company | Virgin Games |
| Suggested Retail Price | Not Available |
| Release Date | December 1993 |
| Memory Size | 8 Megabits |
| Game Type | Action |

When two of the toughest metal men in history clash, you know there will be sparks. In the dark future where Skynet rules the world, only a force of law like RoboCop can hope to save humanity. Armed with lots of firepower and enough armor to withstand a nuclear blast, you'll stalk through burnt out cities, blasting everything you see. Enemies pop up in unlikely places, including background screens where they can attack from a great distance.

**+** Dark, menacing graphics and constant action. There's a password to save your progress. Good sound effects.

**–** Not much play variety. RoboCop isn't agile enough to evade many attacks.

## SUPER CHASE HQ

| | |
|---|---|
| Company | Taito |
| Suggested Retail Price | Not Available |
| Release Date | January 1994 |
| Memory Size | 8 Megabits |
| Game Type | Driving action for one player |

Crime is getting out of hand, and out of town in their hot cars. A special task force of highspeed patrol cars has been set up to chase them down, and you're behind the wheel. The play is simple enough. You put the petal to the metal and once you catch up to the bad guy you ram him until he stops. The real action is in the chase, weaving in and out of traffic, staying on the road, racing against time in the name of justice.

**+** In spite of the simplicity of the game, it is fun to chase bad guys and drive them off the road.

**–** There isn't much challenge, but Super Chase is a change of pace from the typical race driving game.

## WINTER EXTREME SKIING & SNOWBOARDING

| | |
|---|---|
| Company | Electro Brain |
| Suggested Retail Price | Not Available |
| Release Date | February 1994 |
| Memory Size | 8 Megabits |
| Game Type | Skiing and snowboarding |

Head to the hills with the first 3-D skiing and snowboarding simulation for the Super NES. This month's Sports Scene features more details on Winter Extreme.

**+** Terrific use of Mode 7 effects for the Super NES give the game superior graphics with a true feeling of speed. Good play control and a full range of play modes including two-player alternating.

**–** Snowboarding jump moves are very limited and there's no freestyle skiing or snowboarding competition, which could have been fun. It's difficult to see the track on some of the runs.

## LESTER THE UNLIKELY

| | |
|---|---|
| Company | DTMC |
| Suggested Retail Price | $59.99 |
| Release Date | January 1994 |
| Memory Size | 8 Megabits |
| Game Type | Side-scrolling action |

Lester must put down his comic books and experience a real adventure when he becomes stranded on a desert isle swarming with pirates. Although Lester begins the game as a true nerd, he gains confidence and agility as he overcomes obstacles. Explore the island with Lester in this month's review.

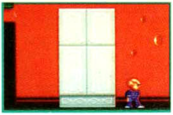
**+** Excellent animation similar to Prince of Persia. The game has a good learning curve, starting easy and becoming more challenging.

**–** The three limited continues aren't enough for a puzzle-solving game of this sort where you have to experiment a great deal.

## DENNIS THE MENACE

| | |
|---|---|
| Company | Ocean |
| Suggested Retail Price | $59.95 |
| Release Date | January 1994 |
| Memory Size | 8 Megabits |
| Game Type | Comic action for one player |

Switchblade Sam is stalking the Wilson's house, and only Dennis has the sense to try to stop him. Unfortunately, Mr. Wilson wants Dennis to go back to bed. If he catches you, he'll ruin your efforts to save the day.



**+** The game has good graphics, and solid overall play control although Dennis tends to drift a bit like the Addams family characters in earlier Ocean games.

**–** The game isn't very engaging and the Dennis character never comes to life.

## ALFRED CHICKEN

| | |
|---|---|
| Company | Mindscape |
| Suggested Retail Price | $64.95 |
| Release Date | February 1994 |
| Memory Size | 8 Megabits |
| Game Type | Action |

Eggs have been mysteriously disappearing from Peklesville and only Alfred Chicken has the pluck to take the challenge. Alfred has only a limited ability to fly, but he can peck objects and divebomb enemies. Each of the five multi-stage worlds has several areas where Alfred must collect gems, eggs and balloons. There are bonus stages, as well, where you can add 1-Ups in a shell game. Hidden blocks and various simple puzzles are scattered throughout the game, adding to the challenge. The stages are timed, but there's also a password for selected stages. If you want to play chicken, this is the game for you.

+ Colorful graphics, lots of stages, a password and good play control.

− The passwords are few and far between and, since they are icons rather than numbers or letters, they are hard to use.

## BUGS BUNNY RABBIT RAMPAGE

| | |
|---|---|
| Company | Sunsoft |
| Suggested Retail Price | $64.99 |
| Release Date | February 1994 |
| Memory Size | 12 Megabits |
| Game Type | Comic action for one player |

It's the greatest Looney Tune adventure ever from Sunsoft with super star rabbit, Bugs Bunny, combating the dastardly devices of a crazed cartoonist. This month's review puts you in the front row.

+ Beautiful graphics and often funny, wonderfully alive animations that are even better than Road Runner's Death Valley Rally. A great variety of types of stages. Excellent music and sound effects. Sunsoft uses the Looney Tune license for the maximum effect and fun.

− Play control is slightly awkward, particularly when jumping between narrow platforms. Bugs Bunny may fall through the edges of objects in some stages.

## BRETT HULL HOCKEY

| | |
|---|---|
| Company | Accolade |
| Suggested Retail Price | $69.95 |
| Release Date | January 1994 |
| Memory Size | 16 Megabits |
| Game Type | Hockey for two players |

Check out the body checks in Brett Hull Hockey. Sport's Scene takes hockey fans behind the scene.

+ Excellent sound with the voice of Al Michaels calling the action. There are lots of good options including fighting, full seasons, line changes and penalties On or Off. NHLPA license includes real player names.

− It's difficult to see the marker indicating the active player, and if you can't see who has the puck, you can't make the play. The perspective can be awkward when playing at the far end of the ice.

## SPORTS ILLUSTRATED CHAMPIONSHIP FOOTBALL & BASEBALL

| | |
|---|---|
| Company | Malibu |
| Suggested Retail Price | $59.95 |
| Release Date | February 1994 |
| Memory Size | 16 Megabits |
| Game Type | Football and baseball for two players |

All the sports action many players will ever want can be found in Sports Illustrated Championship Football & Baseball. See how each game compares to the competition in this month's Sport's Scene.

+ Both sports are easy to play and fun. The football game is particularly well done with good play books, realistic speed and action and some good options like instant replay. A password saves seasons on both games. In baseball, the outfielders move with enough speed to make the big play.

− No major league licenses. The S.I. license doesn't add anything except name recognition. The baseball season allows only 19 games.

## WINTER OLYMPIC GAMES

| | |
|---|---|
| Company | U.S. Gold |
| Suggested Retail Price | Not Available |
| Release Date | January 1994 |
| Memory Size | 16 Megabits |
| Game Type | Winter Olympics events |

Win the gold in ten official events from Lillehammer, Norway. The Nintendo Power Sports Scene has its own Olympic update in this issue.

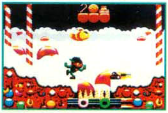
+ The variety of events gives players a lot to master. Real names and courses are used in the game, matching this year's Olympic competition. A multiple language option makes the game truly international.

− Some of the play control for certain events is nonintuitive, particularly for speed skating and biathlon. Only the bobsled and luge events give you a sense of speed.

## ZOOL: NINJA OF THE 'NTH' DIMENSION

**Company** ..........Gametek
**Suggested Retail Price** ..........$59.95
**Release Date** ..........January 1994
**Memory Size** ..........8 Megabits
**Game Type** ..........Action

If you're into cartoony space ninja action with plenty of candy canes thrown in, you'll drool over Zool: Ninja of the "Nth" Dimension. Zool jumps and zaps his way through seven levels of unremitting platform action.



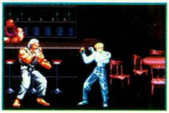
+ Good graphics in a comic style. Good play control.

− Too cute to be cool. Very derivative; backgrounds look like they came from Super Mario World.

## ART OF FIGHTING

**Company** ..........Takara
**Suggested Retail Price** ..........$69.95
**Release Date** ..........January 1994
**Memory Size** ..........16 Megabits
**Game Type** ..........Tournament fighting for two players plus an adventure mode

Art of Fighting has been popular in Japan for some time, and with good reason. It combines good graphics and play control. In addition to that, it has a story mode for one player plus the traditional two player tournament with your choice of ten characters. The special moves use Street Fighter II type controller sequences. Options include a difficulty select, controller customization and time limits.



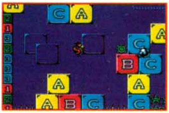
+ Good graphics and challenging play set this street fighting game near the top of the heap.

− In spite of its strengths, Art of Fighting doesn't have the appeal of Street Fighter II Turbo or Mortal Kombat.

## ALFRED CHICKEN

**Company** ..........Mindscape
**Suggested Retail Price** ..........$49.95
**Release Date** ..........February 1994
**Memory Size** ..........1 Megabit
**Game Type** ..........Action for one player

The MekaChickens are out to birdnap Floella and Billy, Alfred's feathered friends. Pecking and flapping at objects and enemies, Alfred charges to the rescue. Collect balloons, diamonds and other items for extra lives or items like bombs.



+ Large areas and nice graphics with some fun comic touches.

− Although the character of Alfred is new, most of the game play is pretty standard jumping and collecting.

## SPIDER-MAN & THE X-MEN: IN ARCADE'S REVENGE

**Company** ..........Acclaim
**Suggested Retail Price** ..........$27.95
**Release Date** ..........January 1994
**Memory Size** ..........1 Megabit
**Game Type** ..........Comic action

Spidey teams up with the X-Men to combat Arcade's evil plans for revenge. Nintendo Power can get you started on this battle of the super heroes with this month's review.

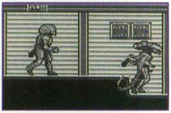
+ A great improvement in graphics over earlier Spider-Man. Putting the X-Men in a worst nightmare scenario was fun.

− Very similar to the Super NES game. No continues and no passwords in a long game with seven stages. Play control still a bit awkward.

## ALIENS VS. THE PREDATOR

**Company** ..........Activision
**Suggested Retail Price** ..........$29.95
**Release Date** ..........December 1994
**Memory Size** ..........1 Megabit
**Game Type** ..........Action

The Predator and his kind live for the thrill of the hunt. So what better challenge could there be than a planet full of Aliens? But when the aliens take over, the lone remaining Predator becomes the hunted. You must guide this hapless hunter through the mazes of the planet, searching for weapons to blast the aliens who suddenly attack. Use the Razor Disk, Laser Cannon and Bombs to do your dirty work.



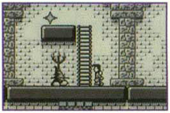
+ Good graphics and a cool concept.

− The aliens are few and far between and the resulting challenge isn't very high.

## THE REAL GHOSTBUSTERS

**Company** ..........Activision
**Suggested Retail Price** ..........$29.95
**Release Date** ..........December 1993
**Memory Size** .......... 1 Megabits
**Game Type** ..........Action

Supernatural activity has grown out of control. Who you gonna call? Dr. Peter Venkman, that's who, the original ghostbuster from the hit movie. With door keys and ghost bombs, you'll try to scare away the ectoplasmic invaders of a haunted house. Although this is definitely an action game, there are some puzzle elements that will engage players of all ages.



+ Puzzle elements add a different challenge to this action game. A password lets you resume play when you want.

− Actions are not always intuitive and some of the graphics aren't very clear.

## THE SIMPSONS: BART & THE BEANSTALK

| | |
|---|---|
| Company | Acclaim |
| Suggested Retail Price | $27.95 |
| Release Date | February 1994 |
| Memory Size | 1 Megabit |
| Game Type | Comic action |

Bart sells a cow for some magic beans, thus recreating the fairy tale of Jack and the Beanstalk. This game takes Bart up the stalk to the giant's castle in six action levels. Before selling your family's cow, check out our Power review.

+ Graphically cool characters and enemies. Fun concept.

− Play control poor, slow with drift, hard to control Bart. The length of time it takes to defeat bosses can make it tedious.

| SUPER NES TITLE | COMPANY | PLAY INFO | POWER METER RATINGS | | | | GAME TYPE |
|---|---|---|---|---|---|---|---|
| | | | G | P | C | T | |
| ALFRED CHICKEN | MINDSCAPE | 1P/PASS | 3.3 | 3.7 | 3.2 | 3.5 | ACTION |
| ART OF FIGHTING | TAKARA | 2P-S | 3.3 | 3.5 | 3.0 | 2.8 | FIGHTING |
| BARBIE SUPER MODEL | HI-TECH | 1P | 2.9 | 3.0 | 2.4 | 2.9 | MODELING |
| BRETT HULL HOCKEY | ACCOLADE | 2P-S/PASS | 3.8 | 3.2 | 3.3 | 3.4 | HOCKEY |
| BUGS BUNNY—RABBIT RAMPAGE | SUNSOFT | 1P | 4.3 | 3.2 | 3.8 | 4.0 | CARTOON ACTION |
| CHAMPIONSHIP POOL | MINDSCAPE | 8P-A | 3.1 | 3.4 | 3.4 | 3.4 | POOL |
| CHOPLIFTER III | EXTREME | 1P/PASS | 3.1 | 3.6 | 3.4 | 3.5 | COMBAT ACTION |
| DENNIS THE MENACE | OCEAN | 1P | 3.3 | 3.3 | 3.1 | 2.8 | ACTION |
| LESTER THE UNLIKELY | DTMC | 1P | 3.7 | 3.3 | 3.2 | 3.9 | ADVENTURE |
| MARIO'S TIME MACHINE | MINDSCAPE | 1P/PASS | 3.0 | 2.5 | 2.0 | 3.1 | EDUTAINMENT |
| PRO SPORT HOCKEY | JALECO | 2P-S/BATT | 2.9 | 2.9 | 2.6 | 2.8 | HOCKEY |
| RANMA 1/2 | DTMC | 2P-S | 3.3 | 3.1 | 2.7 | 2.3 | FIGHTING |
| RELIEF PITCHER | LEFT FIELD | 2P-S | 3.8 | 3.0 | 3.1 | 3.5 | BASEBALL |
| RIDDICK BOWE BOXING | EXTREME | 2P-S/BATT | 3.3 | 3.3 | 2.9 | 3.0 | BOXING |
| ROBOCOP VS. TERMINATOR | VIRGIN GAMES | 1P/PASS | 3.2 | 3.0 | 3.2 | 2.9 | ACTION |
| SIDE POCKET | DATA EAST | 2P-A | 3.4 | 2.9 | 2.9 | 2.9 | POOL |
| SPORTS ILLUS. FOOTBALL/BASEBALL | MALIBU | 2P-S/PASS | 3.3 | 3.0 | 3.3 | 3.4 | FOOTBALL, BASEBALL |
| SUPER CHASE HQ | TAITO | 1P | 3.3 | 3.4 | 2.8 | 2.9 | DRIVING ACTION |
| WINTER EXTREME SKIING & SNOWBOARDING | ELECTRO BRAIN | 2P-A | 4.5 | 3.5 | 4.3 | 3.5 | SNOWBOARDING |
| WINTER OLYMPIC GAMES | U.S. GOLD | 4P-A | 3.2 | 2.4 | 3.3 | 3.6 | WINTER GAMES |
| YOUNG MERLIN | VIRGIN GAMES | 1P/PASS | 3.9 | 3.3 | 3.7 | 4.2 | ADVENTURE |
| ZOOL: NINJA OF THE 'NTH' DIMENSION | GAMETEK | 1P | 3.4 | 3.4 | 3.1 | 3.0 | ACTION |

| NES TITLE | COMPANY | PLAY INFO | POWER METER RATINGS | | | | GAME TYPE |
|---|---|---|---|---|---|---|---|
| | | | G | P | C | T | |
| ALFRED CHICKEN | MINDSCAPE | 1P | 3.0 | 2.5 | 3.0 | 3.0 | ACTION |

| GAME BOY TITLE | COMPANY | PLAY INFO | POWER METER RATINGS | | | | GAME TYPE |
|---|---|---|---|---|---|---|---|
| | | | G | P | C | T | |
| THE SIMPSONS: BART AND THE BEANSTALK | ACCLAIM | 1P | 3.8 | 3.0 | 3.3 | 3.0 | COMIC ACTION |
| SPIDER-MAN AND THE X-MEN: IN ARCADE'S REVENGE | ACCLAIM | 1P | 3.5 | 2.8 | 3.3 | 3.0 | COMIC ACTION |
| ALIENS VS. THE PREDATOR | ACTIVISION | 1P | 3.3 | 3.3 | 2.5 | 3.0 | ACTION |
| THE REAL GHOSTBUSTERS | ACTIVISION | 1P/PASS | 3.0 | 2.8 | 3.0 | 3.3 | ACTION |

## CHART KEY

You can get the most out of your game chart by understanding the categories. Title, Company and game type are self explanatory. Use this Key to understand Play info and the valuable Power Meter ratings.

### PLAY INFO

Games are made to be played with as many as eight players. Some also employ a battery or password to save game play data.

**#P = NUMBER OF PLAYERS**
**S = SIMULTANEOUS**
**A = ALTERNATING**
**BATT = BATTERY**
**PASS = PASSWORD**

### POWER METER

The Pros at Nintendo HQ rate each new game. Ratings are from 1 (poor) to 5 (excellent) in four different categories.

**G = GRAPHICS AND SOUND**
**P = PLAY CONTROL**
**C = CHALLENGE**
**T = THEME AND FUN**

NINTENDO POWER

# A LOOK INTO THE GAMES OF THE FUTURE

# PAK WATCH

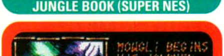
## DISNEY'S THE JUNGLE BOOK

**VIRGIN GAMES**

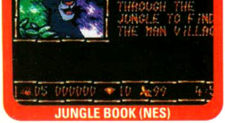
Virgin Games has been working on two games based on Disney's The Jungle Book for some time, one for Super NES and one for the NES. Both have looked impressive through the early development stages. Now that the NES version is virtually complete, however, your faithful Pak Watcher is pleased to note that this Jungle Book is exceptional in several ways. It is important that Virgin Games has decided to invest the time and effort in developing a first-rate NES game. There has been much less NES development over the past year, as you dedicated NES fans know. But with 30 million NES Control Decks in American homes, there is still a potentially vast market for quality games.

Jungle Book NES is just that. Rob Alvey, the producer at Virgin Games directing the project, has been a fan of the NES for years. In fact, he has a collection of over 300 games at home. He told Pak Watch that he had always wanted to make a game for the NES, and when the chance came for an NES Jungle Book, he pushed hard until it became a reality. Helping Rob out was the same team that was responsible for Virgin's version of Disney's Aladdin--a game that received accolades for its excellent animation.

Virgin's vision for the project was to go beyond what other 8-bit games offered in the way of graphics to capture the unique Disney feel of the story. To do that, they used a higher frame rate for more complex animations. Even the relatively simple animations of common enemies--flying parrots, rolling hedgehogs, coconut flinging monkeys--look complex. The play itself also offers variety. Mowgli's adventures take him through ten stages where the Man Cub swings from vines, rides on the backs of the elephants of the Dawn Patrol, meets Kaa the python and Baloo the bear and others. There are many areas to explore within each stage, plus items, puzzles like a catapult that propels Mowgli to a higher level, and bonus areas. The variety of play and the solid play control had this Pak Watcher convinced that the Jungle Book was a necessity, bear or otherwise.

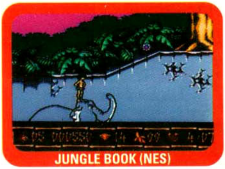


JUNGLE BOOK (SUPER NES)

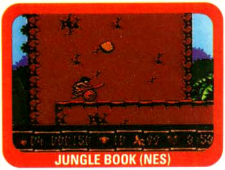


MOWGLI BEGINS
HIS JOURNEY
THROUGH THE
JUNGLE TO FIND
THE MAN VILLAG

JUNGLE BOOK (NES)



JUNGLE BOOK (NES)



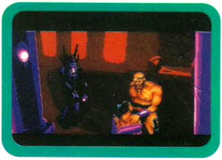
JUNGLE BOOK (NES)

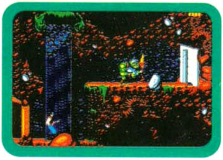
## BLACKTHORNE

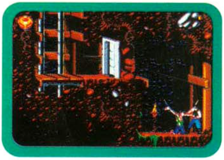
**INTERPLAY**

Interplay just keeps coming up with winners. The most recent game to cross the Pak Watch desk is Blackthorne--an adventure in the mode of Flashback, but with even better graphics, animation, sound and play control. The early version of the game we received blew away all of the Pak Hackers who plugged in for a play. What was so great? Awesome sound and animation bring the action to life. It's dark, mysterious and filled with monsters that laugh like ogres when they blast you.

Along with Blackthorne came Lord of the Rings, the classic Tolkien fantasy come to video life. Beginning in Hobbiton, Frodo Baggins must collect his followers and hit the road to escape the Black Riders. The game takes players through the first book of the trilogy, The Fellowship Of The Ring. Elements of adventure and role playing games were used. For instance, Frodo can increase his Health, Experience, Strength and Defense. He can also pick up items and weapons and have companions join him. Frodo must solve puzzles and help people to acquire the stuff he and his party needs. It sounds RPG-like, but the action is overhead as in a Zelda game and the play feels more like an adventure than an RPG. Although there was no sound in this version, Interplay is known for its exceptional sound effects and music. We'll keep you up to date as these two games progress.



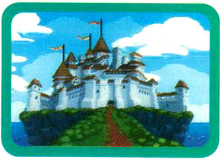


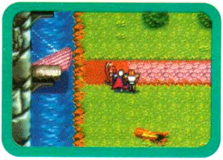


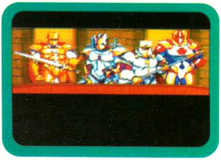
## KNIGHTS OF JUSTICE

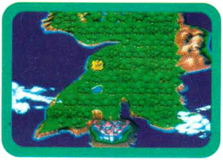
**ENIX**

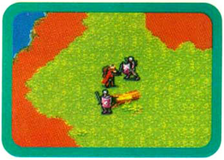
In a recent trip to developer Manley & Associates, your Pak Jouster stepped back into the world of Arthurian legends and Saturday morning adventure. Knights of Justice from Enix, still at a very early level of development, had enough meat on its haunches to impress a starving giant. Known for its sprawling RPG Dragon Warrior series here and in Japan, Enix turned to a U.S. developer for this American license. As you can see, the variety of scenes is impressive, from overhead exploration and battle to beautifully rendered approaches to the game's eight castles. King Arthur, a.k.a. Arthur King, and his gridiron teammates have been transported back in time to take over the seats of the Round Table at Camelot. In the game, you'll command Arthur and two knights of your choice. Since each of the eleven knights has special abilities, you'll have to choose the right one to help you in various areas of the game. You'll wander through the forests, hills, villages and swamps of Britain while searching for the Warlords and, ultimately, the evil Morgana. The developers are including puzzle-solving action on the Zelda model as well as fighting, and there will be no building of levels. Best of all, you get to fight dragons!







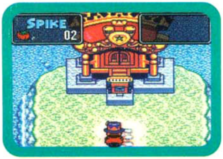


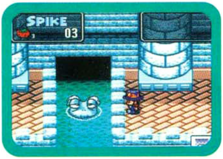


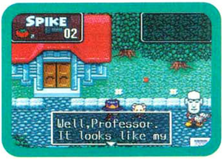
## SPIKE McFANG

**BULLET-PROOF SOFTWARE**

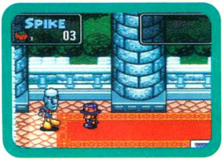
Your Pak Vampire was recently introduced to Spike McFang, a friendly blood-sucker from Bullet-proof Software who will be appearing this Spring. Spike must travel through the island of Vladamasco where he is beset by enemies. He can also meet friends who give him advice and items to help him on his way. Spike uses card tricks to overcome some of his enemies, but he can also use his hat like a boomerang or whirl to hit foes with his cape. This is an overhead action game with free movement within 11 limited access areas. The beginning of the game is probably the most player-friendly introduction in history. Spike moves through several areas in which he (and you) is taught the basic skills of the game. Since Spike's journey is a long one, it's a nice touch that BPS included a battery and three save positions.

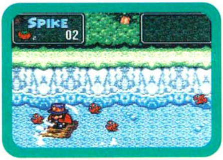


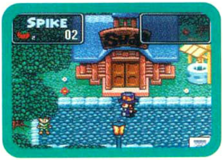




Well,Professor.
It looks like my





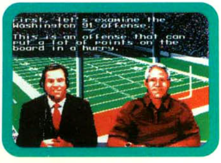


## BILL WALSH COLLEGE FOOTBALL

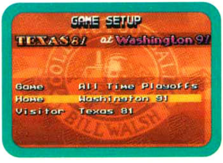
**ELECTRONIC ARTS**

EA does it again, this time bringing the master of collegiate football on board for name recognition and insightful analysis of the teams. Bill Walsh, head coach at Stanford (as well as the mastermind who engineered much of the 49ers Super Bowl success during the past decade) introduces each game and gives his opinion of the strengths of the opposing squads. Then it's kickoff time. This Pak Punter quickly noted many similarities, and some notable differences from Madden NFL '94. The field graphics of the two games look fairly close, but the play selection screens are considerably different. The 48 teams don't include nicknames or logos or, in many cases, the real name of the school. For instance, none of the Pac 10 schools actual names are used except for Stanford.

One of the best parts of the game is the inclusion of great past teams like Miami '91 and Washington '91. These teams exhibit the same offensive and defensive strengths that led them to national championships. Now you can determine which school had the best team of all time. Your Pak Punters also found many of the great features found in Madden NFL '94 like the instant replay and excellent stats including the numbers for every drive. EA hopes to have Bill Walsh Football on the shelves next month.

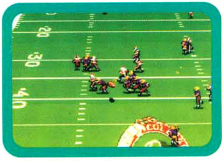


First, let's examine the Washington 91 offense.
This is an offense that can put a lot of points on the board in a hurry.



GAME SETUP
TEXAS 81 at Washington 91

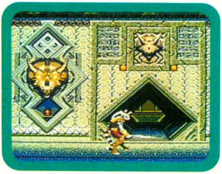
Game All Time Playoffs
Home Washington 91
Visitor Texas 81

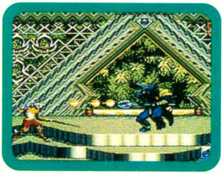


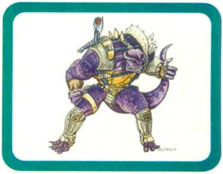
## FIRETEAM ROGUE

**ACCOLADE**

On a recent trip to Accolade's HQ in San Jose, your Pak Watcher at large was swept into a new universe of adventure that is currently undergoing creation. FireTeam Rogue takes place in a galaxy millions of years ago where humans were only one of several sentient races. The technology of this time is so advanced that it seems like magic, but the action in the game will be familiar to video game warriors the universe over. Using four characters on the different worlds of the Spiral Arm, you'll combat evil, explore temples, and solve puzzles. Your chief tool and weapon is the Talis, a three-bladed instrument with embedded, jewel-like power nodes. There are also flight simulation stages in which the chief hero, Chance, pilots a Kirion battlewing. The appearance of the world of FireTeam Rogue seems organic and fantasy-oriented rather than super high tech, but the sci-fi elements are also strong and the backstory explaining the universe is very deep. Although the game, due out in October, was in the very earliest stages of development, your Pak Patrol noted that it had the free-form feel of Alien$^3$ in which the player could move between different corridors in a large area. Just one of the four worlds in FireTeam Rogue would have 13 levels and each level might be 10 x 14 screens in size with numerous branching corridors and hidden chambers. In those chambers and halls you might run across friendly characters or enemies. Some of the alien races included dinosaurians, ape-like humanoids and elvin people. The screens shown here have the limited Genesis color palette. The game designers told us to expect more flash from the final Super NES graphics and game play. In order to include the best possible graphics in their design, the artists are rendering the complex images, like that of the battlewing, on a Silicon Graphics workstation—a system with far superior graphics to the standard PCs used for most game development.



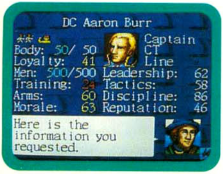




## LIBERTY OR DEATH

**KOEI**

By land and sea and air, Koei came marching over the Pak Watch desk, taking no prisoners. Koei, better known for its RPGs based on Japanese and Chinese history, is now making itself a name in games with more Western themes. Last summer's P.T.O. started the trend and has enjoyed a lot of success with war game buffs. The next to be released is Liberty Or Death, based on the American Revolutionary War. You'll be able to command Colonial or British forces in the struggle using General George Washington or his British counterpart, Thomas Gage. In reliving history, you can send your troops into battle or set up an ambush in the forest. One or two players can command naval engagements and witness historic events in the 13 colonies, like the signing of the Declaration of Independence. As is common with Koei titles, the game includes more than just blasting the enemy. You'll have advisors to help you decide where to make troop movements, send supplies and what sorts of tactics to use in battle. Liberty Or Death should be out this spring in plenty of time for the Fourth of July.



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DC Aaron Burr
                     Captain
Body:    50/ 50      CT
Loyalty:     41      Line
Men:    500/500 Leadership:  62
Training:    24 Tactics:     58
Arms:        60 Discipline:  86
Morale:      63 Reputation:  46
Here is the
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requested.
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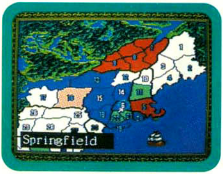

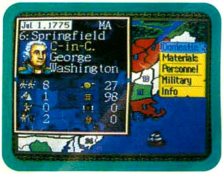

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6:Springfield
    C-in-C.
    George
    Washington
8        27
1        98
0         0
2         0
```

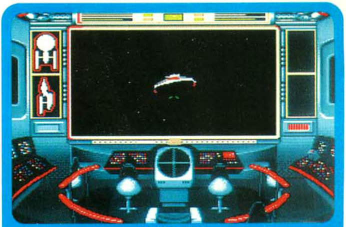
# PAK WATCH UPDATE

The biggest scoop this month comes from **Interplay**, which is deep in the creation of *Star Trek* (the original crew) for the Super NES. Producer Alan Pavlish of Interplay describes this game as having a 3-D, polygon architecture but without using the Super FX. The wizardry of other recent offerings from Interplay leads this Pak Watcher to expect the best.

**Nintendo** will be having a big first half with titles like *Super Metroid* and *Ken Griffey Jr. Presents Major League Baseball* coming out, but there are some less talked-about titles as well. Last year, Pak Watch printed some shots of a game called *Special Tee Shot*. That game has received a face-lift with the popular, blow-hard character of Kirby and it's now called *Kirby's Tee Shot*, and it's due for release this spring. Another game reported on in this column was *Sound Factory*, a Nintendo game shown at last year's Sho-shinkai trade show in Tokyo. That product, which combines puzzle action with creating sounds and music, has become *Sound Fantasy*. Finally, the often renamed FX Trax, Nintendo's upcoming Super FX racing game, has been dubbed *Stunt Race FX*.

Besides *Bubsy 2*, *FireTeam Rogue*, and *Speed Racer*, **Accolade** is also working on *Matrix Prime*, a fighting game with a unique, 3-D perspective and less emphasis on martial arts combat. In this tournament style game, four good genetically altered super heroes take on four evil, genetically warped villains. The game is still in the early stages of development, but the computer art of one of the fighters demonstrates the quality of the graphics.

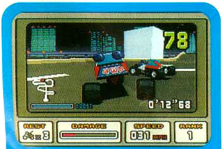
More exciting news from **Koei** includes *Operation Europe*, a WWII war sim and sequels for *Uncharted Waters* and *Aerobiz*. Our source at Koei says that the new Uncharted Waters will include more land adventure using an interface similar to that of *Inindo*.



STAR TREK

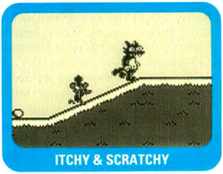
*Mutant League Hockey* from **Electronic Arts** won't be released until next fall, but already the graphics and play look like a blast. Your roving Pak Watcher scammed a quick look and was impressed by the ghoulish goalies and bodies floating under the ice. As soon as the game is far enough along for a screen shot to be taken, Pak Watch will bring it home. Further along in development are two other games—a Mario Andretti racing title and a baseball game with the Major League Players Association license creatively entitled, *MLBPA Baseball*.

**Taito** has two Super NES games coming up shortly. *The Flintstones: The Treasure of the Sierra Madrock* game stars Fred and Barney in side-scrolling, modern Stone Age antics as they try to prove themselves worthy of becoming the next Grand Poobah of the Water Buffaloes. *Ninja Warrior* is a Final Fight type scrolling fighter in which you become one of three fighting androids with super powers.

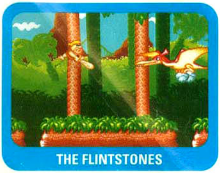


STUNT RACE FX

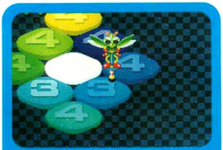
MATRIX PRIME



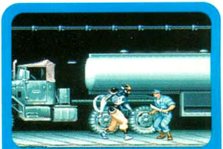
ITCHY & SCRATCHY



THE FLINTSTONES



SOUND FANTASY



NINJA WARRIOR

**Capcom** is continuing development on a Bionic Commando for the Super NES called *Captain Commando* and there is also a Super Gargoyle's Quest on the way called *Demon's Blazon*. RPGs also seem to be big in the future for the Big C with *Wizardry V, Eye Of The Beholder* and a new title, *Knights of the Realm*, which features King Arthur, Merlin and the knights of the Round Table.

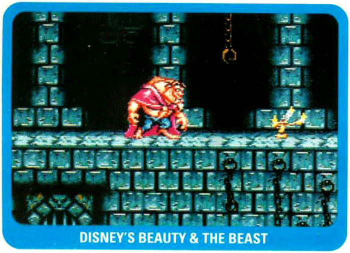
*Itchy & Scratchy's Miniature Golf Madness* for Game Boy from **Acclaim** has been delayed until early this summer, probably in late May. The Super NES Itchy & Scratchy probably won't appear any sooner.

*Beauty & The Beast* from **Hudson Soft** seems to be progressing slower than expected. Pak Watch received a very early version of the game—only about 20% completed—but what we saw looked good. The player controls the Beast and, in addition to swiping with his massive paws and leaping about, he can also roar with such force that he stuns his enemies. Other characters from the movie also make appearances in the game in active roles, like the Candlestick butler, Lumière, who guides the Beast through the first level.

In other quick news, **Tradewest** is working on a new Double Dragon game for the Super NES called *Code of the Dragon*, which should be released at the same time as the Double Dragon movie this fall. *Tarzan*, from **Gametek**, is well underway and includes the ape man swinging from vines and wrestling with lions. **Natsume** has a Super NES wrestling game due for release soon. In *Natsume Championship Wrestling*, one or two players can throw each other around in tournaments and tag team matches. **Data East** has the second *Joe & Mac* title waiting in the wings for a spring release. **Virgin Games** is hoping to have a new basketball game, *Jammit!*, released in the first half of the year while **Extreme** has an action game in the works featuring Godzilla called *Milo Vs. Godzilla*. We hope Milo has better luck than Bambi.

*Impossible Mission 2025*, an action game with a twist, is upcoming from the new **Microprose**. At various computer terminals during the mission, you'll have to solve a wide variety of puzzles.

*Beavis & Butthead* are on line for a future video game from new developer, **Viacom**. The irreverent MTV characters will appear later this year in a action game that hopes to capture the rudeness and humor of B & B. Viacom is also working on a game featuring the Rocko's Modern Life cartoons in which action and puzzle-solving skills are both necessary to get you through each level. We'll have more as things develop!



DISNEY'S BEAUTY & THE BEAST

# FUTURE GAMES
## FOR THE
## SUPER NES

| Name | Approximate Release |
|---|---|
| Alfred Chicken | Winter '94 |
| Beavis And Butthead | Fall '94 |
| Beauty And The Beast | Winter '94 |
| Bill Walsh College Football | Spring '94 |
| Bionic Commando | Spring '94 |
| Blackthorne | Spring '94 |
| Bubsy 2 | Fall '94 |
| Citadel | Fall '94 |
| Code of the Dragon | Fall '94 |
| Demon's Blazon | Fall '94 |
| FireTeam Rogue | Fall '94 |
| Flintstones: The Treasure of the Sierra Madrock | Winter '94 |
| Fun 'N' Games | Winter '94 |
| Jungle Book | Winter '94 |
| Ken Griffey Jr. Presents Major League Baseball | Spring '94 |
| Kirby's Tee Shot | Spring '94 |
| Knights of Justice | Fall '94 |
| Knights of the Realm | Fall '94 |
| Liberty or Death | Spring '94 |
| Lord of the Rings | Winter '94 |
| Mario's Time Machine | Winter '94 |
| Matrix Prime | Fall '94 |
| Metal Marines | Winter '94 |
| Mickey's Ultimate Challenge | Winter '94 |
| Mutant League Hockey | Fall '94 |
| Natsume Championship Wrestling | Spring '94 |
| NBA Jam | Winter '94 |
| NFL Quarterback Club | Winter '94 |
| Ninja Warrior | Spring '94 |
| Obitus | Winter '94 |
| Operation Europe | Spring '94 |
| The Pirates Of Dark Water | Winter '94 |
| R-Type 3 | Winter '94 |
| Reign Of Superman | Fall '94 |
| The Ren & Stimpy Show: Fire Dogs | Winter '94 |
| Robocop Vs. The Terminator | Winter '94 |
| Rocko's Modern Life | Summer '94 |
| Sound Fantasy | Spring '94 |
| Speedy Gonzalez | Winter '94 |
| Spike McFang | Spring '94 |
| Star Trek: The Next Generation | Winter '94 |
| Stunt Race FX | Spring '94 |
| Super Adventure Island II | Spring '94 |
| Super Battletank 2 | Winter '94 |
| Super Metroid | Spring '94 |
| Tarzan | Fall '94 |
| Turn And Burn: No Fly Zone | Winter '94 |
| Undercover Cop | Spring '94 |
| Wolfenstein 3-D | Winter '94 |
| X-Kaliber | Winter '94 |

## GAME BOY

| | |
|---|---|
| Home Alone 2: Kevin's Dream | Winter '94 |
| John Madden Football | Spring '94 |
| Itchy & Scratchy: Miniature Golf Madness | Spring '94 |
| Wario Land: Super Mario Land 3 | Winter '94 |

## NES

| | |
|---|---|
| Jungle Book | Spring '94 |
| Zoda's Revenge: Star Tropics 2 | Winter '94 |

# NEXT ISSUE COMING IN MARCH, VOLUME 58

## NEW SUPER NES REVIEWS!

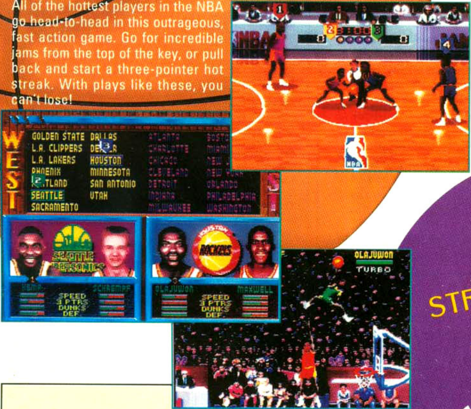
- Wolfenstein 3-D
- Super R-Type III
- The Flintstones
- Metal Marines

Next issue contains something for everyone. No matter what your taste, there's a game for you! Action game fans will go nuts for Wolfenstein 3-D and Super R-Type III, while armchair generals can test their skills with Metal Marines.

## SPORTS SCENE EXTRA

# NBA JAM

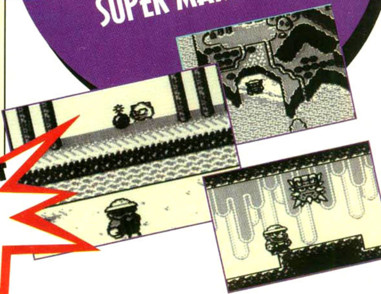
All of the hottest players in the NBA go head-to-head in this outrageous, fast action game. Go for incredible jams from the top of the key, or pull back and start a three-pointer hot streak. With plays like these, you can't lose!


WEST
GOLDEN STATE
L.A. CLIPPERS
L.A. LAKERS
PHOENIX
SEATTLE
SACRAMENTO
DALLAS
HOUSTON
MINNESOTA
SAN ANTONIO
UTAH
ATLANTA
CHARLOTTE
CHICAGO
CLEVELAND
DETROIT
INDIANA
MILWAUKEE
MIAMI
ORLANDO
PHILADELPHIA
WASHINGTON
SEATTLE SUPERSONICS
ROCKETS
SCHREMPF
OLAJUWON
MAXWELL
SPEED
3 PTRS
DUNKS
DEF.
OLAJUWON
TURBO

## BIG

## 16 PAGE STRATEGY SPECIAL!

## WARIO LAND SUPER MARIO LAND 3

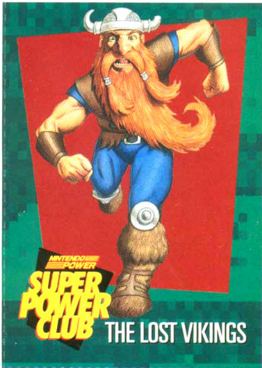


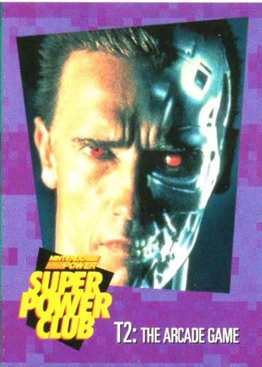
## NESTER AWARD NOMINEES FOR 1993

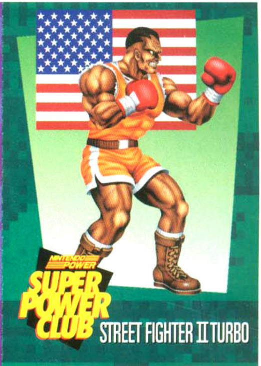
Here's your chance to vote on the best games of 1993. There were many great titles to choose from, so don't let your favorites go unnoticed. Which game has the best graphics? Who was the best (or worst) villain? What was the all-around best game of 1993? Only you can decide, and every vote counts!

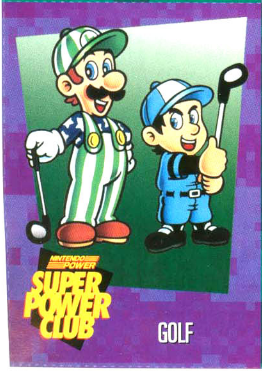
## WINTER CES REPORT 1994

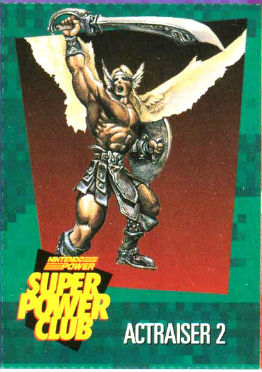
# POWER CHALLENGE TRADING CARDS

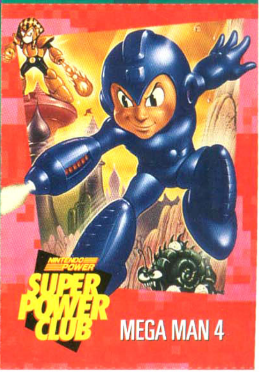

THE LOST VIKINGS


T2: THE ARCADE GAME


STREET FIGHTER II TURBO




ACTRAISER 2



# POWER CHALLENGE TRADING CARDS

## POWER CARD #102

### STREET FIGHTER II TURBO™

**DESCRIPTION** *Take the most popular street fighting game in history and make it better: that's Street Fighter II Turbo. It has all the bosses and more special moves than you'll ever know what to do with. Watch out for Chun Li's fireballs and Blanka's Vertical Rolling Attack!!!*

**CHALLENGE** *In the Normal Mode, see if you can beat M. Bison with E. Honda at—*

Novice: *Difficulty Level of 2 Stars*
Intermediate: *Difficulty Level of 5 Stars*
Pro: *Difficulty Level of 7 Stars*

**SYSTEM:** *Super NES*
**GAME TYPE:** *Street Fighting*
**# OF PLAYERS:** *2*
**RELEASED:** *8/93*
**COMPANY:** *Capcom*

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## POWER CARD #87

### T2: THE ARCADE GAME™

**DESCRIPTION** *It is July 11, 2029 and you must attack and destroy the Skynet System in order to get on to your main objective: Destroy Cyberdine Systems and stop a nuclear war. The fate of the world rests in your hands – can you do it?!*

**CHALLENGE** *How high can you score in the First Stage?*

Novice: *125,000*
Intermediate: *175,000*
Pro: *200,000*

**SYSTEM:** *Game Boy*
**GAME TYPE:** *Movie Action*
**# OF PLAYERS:** *1*
**RELEASED:** *11/92*
**COMPANY:** *LJN*

TERMINATOR, T2, ENDOSKELETON, and depiction of ENDOSKELETON are ™ of Carlco Pictures, Inc. © 1991 Midway ® Manufacturing Company. All rights reserved.

## POWER CARD #92

### THE LOST VIKINGS™

**DESCRIPTION** *After being kidnapped for a zoo display, three Vikings are trying to get back to Earth. Olaf, Erik, Baleog each have special abilities to help them get back home. Beware! If it takes you too much time on a level, Thor, King of the Vikings, will show his displeasure!*

**CHALLENGE** *Can you finish these levels without being warned by Thor, King of the Vikings?*

Novice: *Using password CVRN*
Intermediate: *Using password HOPP*
Pro: *Using password 4RN4*

**SYSTEM:** *Super NES*
**GAME TYPE:** *Comic Puzzle Action*
**# OF PLAYERS:** *2*
**RELEASED:** *3/93*
**COMPANY:** *Interplay*

™&©1992 Interplay Productions ©1992 Silicon & Synapse

## POWER CARD #60

### MEGA MAN 4™

**DESCRIPTION** *The Blue Bomber's new nemesis, Dr. Cossack, has created eight new robot masters to take over the world, and Mega Man is coming to stop them! Sixteen levels of explosive action await!*

**CHALLENGE** *Try to beat the following bosses using only your Mega Buster and without using any Energy Tanks-*

Novice: *Drill Man*
Intermediate: *Dust Man*
Pro: *Dive Man*

**SYSTEM:** *NES*
**GAME TYPE:** *Comic Action*
**# OF PLAYERS:** *1*
**RELEASED:** *1/92*
**COMPANY:** *Capcom*

™ & © 1991 Capcom U.S.A., Inc.

## POWER CARD #107

### ACTRAISER 2™

**DESCRIPTION** *After Tanzra was defeated, his evil minions spent several thousands of years bringing him back to life. All he wants is his revenge on you and your people. There are seven stages, named after human vices, to fight through in your quest to put Tanzra to rest forever.*

**CHALLENGE** *Can you finish these stages using only one life?*

Novice: *MFCL SYMC MSXF* *(Easy)*
Intermediate: *MFCL SYMX WKID* *(Med)*
Pro: *MFCL SYMX FJSD* *(Hard)*

**SYSTEM:** *Super NES*
**GAME TYPE:** *Action*
**# OF PLAYERS:** *1*
**RELEASED:** *11/93*
**COMPANY:** *Enix*

™&© 1993 Enix Corporation/Quintet/Yuzo Koshiro

## POWER CARD #80

### GOLF™

**DESCRIPTION** *How far can you hit the ball—and how accurately? Golf will test your skills on two different courses, one in the U.S. and one in Japan. Watch out for water hazards and sand traps galore! The only thing you don't have to do is look for lost golf balls!*

**CHALLENGE** *Can you beat these scores?*

Novice: *Shoot Even Par on the Japanese Course*
Intermediate: *Shoot -5 on the US Course*
Pro: *Shoot -15 on the Japanese Course*

**SYSTEM:** *Game Boy*
**GAME TYPE:** *Golf*
**# OF PLAYERS:** *2*
**RELEASED:** *10/89*
**COMPANY:** *Nintendo*

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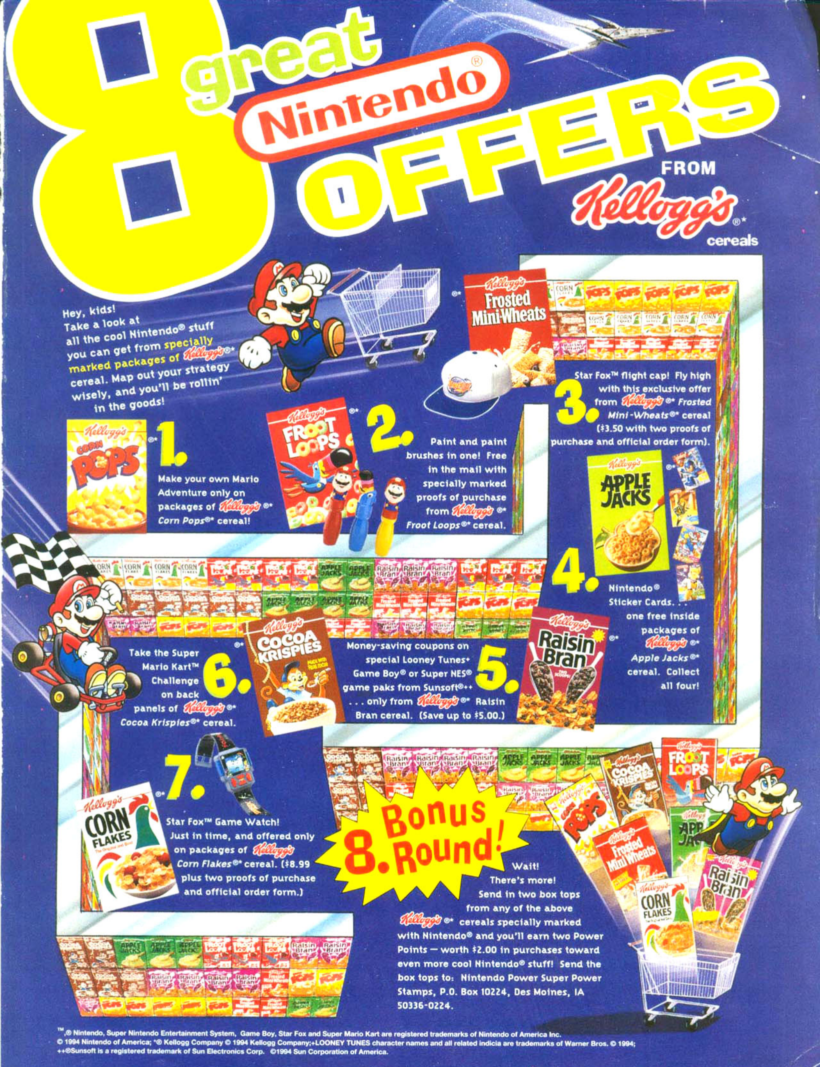

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